



NAVAL POSTGRADUATE SCHUOL Monterey, California



THESIS

AN INTERACTIVE COMPUTER INTERFACE WITH A DIGITAL RECEIVER

by

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March 1977

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An Interactive Computer Interface with a Digital Receiver

by

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Submitted in partial fulfillment of the requirements for the degree of

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ARSTRACT

A computer interface to connect both the Applied Technology Airborne Computer (ATAC) and the KIM-1 Microprocessor to a Watkins Johnson digitally tuned receiver was designed and constructed. The existing ATAC computer program was modified.

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LIST OF ABBREVIATIONS

A/D Analog to Digital

ASCII American Standard Code for

Information Interchange

Baud Bits per second

D/A Digital to Analog

high ITL logic 1 (+5v)

I/O Input and/or Output

IC Integrated Circuit

IF Intermediate Frequency

ISB Intermediate Sidehand

low ITL logic 0 (Av)

LSB Lower Sideband

TTL Transistor Transistor Logic

USB Upper Sideband

BFO Beat Frequency Oscillator

ACKNOWLEDGEMENTS

I would like to express my deep appreciation to Carole Hickey who wrote the initial ATAC programs. Without her Main System the programming that I did would have been unbearable. I would also like to thank the following people who have helped along the way: LT. Al May, Al Gilkes, Gred Ramos, LI. Bill Hickey, Bob Glaz, Dave Plonden, Dean Hayes, and Virginia Ward. Most importantly, I want to thank my wife, Cathy, for all the encouragement and advice she has given me during the writing of this thesis.

I. INTRODUCTION

For many decades man has dreamed of the day when machines could relieve him of much of his work. In this era of computers and advanced technology, this dream is now becoming a reality. Connecting computers to other machines, however, is not just a simple matter of running a wire from one to the other. In order for the computer to be able to use its "thinking" ability, it must have some way to translate its signals into a form that is recognized by the machine it is controlling. This is where the interface becomes all important.

An interface is a niece of equipment claced in the data path between two devices. Its purpose is to rearrange, translate, or change the speed of this data to meet the needs of one or both devices. In other cases the interface is used to convert data from an analog to digital (A/D) or digital to analog (D/A) form, or both. Interfaces of either type range in complexity from a few integrated circuits to the use of microprocessors. Most, however, fall in between. This thesis discusses the design and construction of an interface in this middle class. Here, the computers are the Applied Technology Airborne Computer (ATAC) minicomputer and the MOS Technology Inc.'s KIM-1 microprocessor. Their goal is to program and process outputs from a digitally funable watkins Johnson MJ-8888.

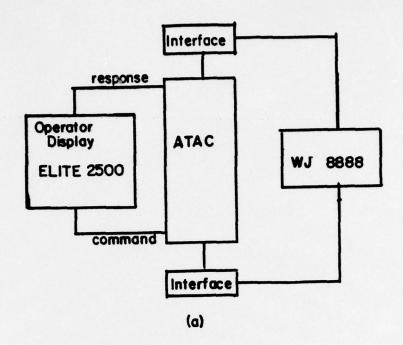
The two computer systems arrive at their goal by

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different means. The ATAC uses a closed loop with the operator (Figure 1a) while the KIM-1 excludes the operator while executing its program (Figure 1b). In the ATAC loop the operator actively controls all communication between the computer and receiver. In this way it is possible to display information from the receiver on the video display at any time except during a scan (see Chapter V). It also provides quick reference to the data to be sent, the data last sent, and latest received data. This was invaluable during depugging. From the terminal it is also possible to adjust available parameters as necessary to meet any requirement.

The KTM-1 does not directly exchange digital words with the receiver, but rather exchanges digital data for analog data. This does not provide a feedback loop that includes the operator. Once heave, the KIM-1 program selects and sends data words to the receiver and processes the analog data received until the program comes to an end or is halted by the operator. Direct information is not available to determine when or if a digital word has been sent or received correctly.

Problems encountered during the design and construction of the interface and their solutions are shown in Table I. In this instance signal level compatability was not a problem because the I/O from the receiver, the interface, and the two computers were all TIL logic levels and, therefore, matched. It is believed that these problems are a typical list that may be encountered when interfacing.



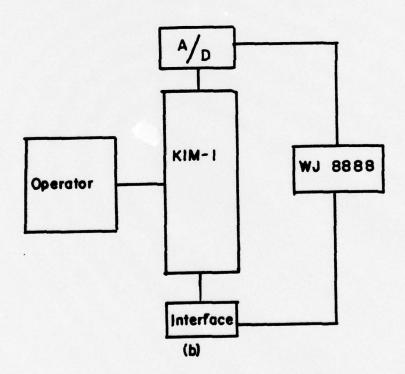


Figure 1 Computer Control

- 1. Noise on the ATAC I/O 1. Use of Schottky circuits lines.
 - reduced or eliminated the noise.
- 2. Different clock rates of the computers and the receiver, and different data word lengths.
- 2. ATAC; converted parallel outputs into serial form. KIM-1; used interrupt lines to slave the KIM-1 to the receiver's clock.

3. Timina

- 3. Identified receiver periods by the Monitor Clock output. This provided a pulse which signaled stable data.
- 4. Inputting data to the ATAC.
- 4. Open collector buffers were used to sink the required current for proper data transfer.
- ATAC and the KIM-1.
- 5. Switching between the 5. Multiplexers and buffers were used to switch hetween the two computers.

Table I Problems and Solutions The Matkins Johnson MJ-8888 (MJ) is an HF receiver designed for use in the 550 kHz to 30 MHz hand. Its advantages include the ability to detect and output both the AM and FM IF signals while simultaneously maintaining a separate output of eight selectable detection modes. Options available to the operator include different IF bandwidths, variable RF gain, squelch control, and a tuneable BFO frequency. The MJ is digitally controlled and uses a 64-bit word as snown in Figure 2. This word contains the information necessary to transfer the frequency, detection mode. IF bandwith, RF gain, RFO frequency, and signal strength both internally and externally.

All inputs and outputs from the receiver are controlled by the synchronous, remote I/O board. This board is a dated transfer point for all didital data exchanged with the receiver. A number of control lines are needed to provide the necessary demands on the receiver. Three balanced input pairs and four halanced output line pairs, plus a ground are provided for this purpose. All three inputs are required for remote operation. They are address (or enable), tridger, and data input. The address pair is the most important for it serves as the master "on-off" switch for the remainder of the I/O pairs. The outputs furnish the required clocks (command and monitor), output data, and a local/remote status.

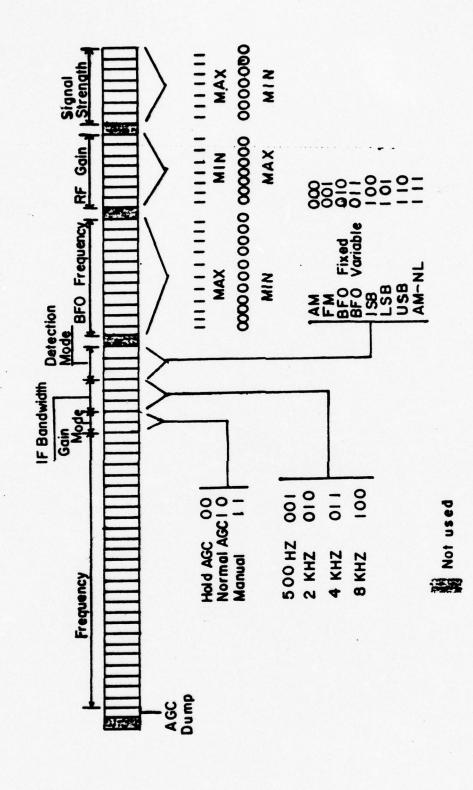


Figure 2
Receiver's Word

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The Watkins Johnson operates on a sequential cycle divided into four equal periods and six identifiable modes. The periods regulate the different operations while the modes ascertain the origin of the data. Table II shows the interaction of the periods and modes of the receiver. Three of the six modes are memory read and write functions; these cannot be remotely controlled and, therefore, are of no concern here. Of the remaining three, two are the remote active and remote passive modes. These allow the introduction of externally generated data and prevent manual intervention during all but one of the four periods. Manual control is available in the remaining mode, local.

In order to manage the data word movement correctly, the receiver utilizes a common hus or data node arrangement as shown in Figure 3. This simplifies operation by forcing all data words to cass through this node in the same direction, regardless of their origin or desired destination. The multiplexer controls the input to the data node. Control of the multiplexer and, therefore, the origin of the data is managed by the internal modes of the receiver. The objective of derived one is to load the receiver register. In the local and remote passive modes, the data word is shifted from the front banel register, through the multiplexer and data node, into the receiver register. The difference between these two modes is in the action of the data prior to shifting. The local mode updates the data word from the front banel storage registers during the early

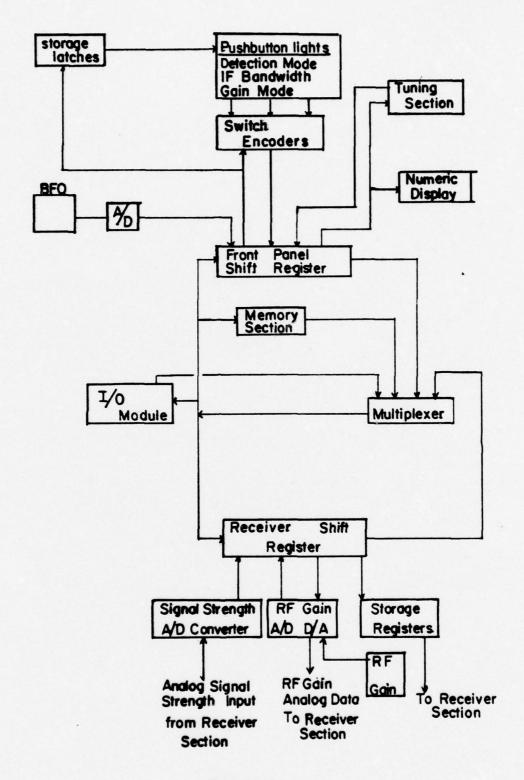


Figure 3
Block Diagram of the Digital Section

IN I Word of the way the many to the throng the territories

Period

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7	Change to	Remote Active or	Remote Passive	possible		Change to Lc1	or Remote Active	possible		Change to	Remote Passive	automatic.	Change to
\$		Display updated	no words shifted				Same as Local				Same as Local		
~	Load Revr Storage	Real Sign! Strength	and RF gain updated	/word shifted to	FrontPanel Register	Update only Sig Str	Register /Load Kovr Storage	Reg/word shifted	to FrontPanel keg.		Same as Remote	Passive	
-	Load Front Panel	Reg from Front	Panel/word shifted	to Receiver	Register	Word shifted from	FrontPanel Register	to Receiver		Mord shifted from	1/0 module to	Receiver Register	
	Lacal					Remote	Passive			Remote	Active		

Table II Receiver Modes and Periods

Local possible

portion of period one. This action is inhibited during the remote passive mode. In the remote active mode the data word originates from a remote device, is shifted by the command clock through the remote I/O hoard, on to the receiver register via the multiplexer and data node.

The first part of the second period is spent loading the data shifted during period one into the receiver storage registers. During this time the signal strength is updated in the receiver register regardless of the mode. The RF gain A/D-D/A converter functions according to the selected mode. In the local mode the RF gain bits in the data word are replaced by A/D conversion of the front panel RF gain control know. The two remote modes reverse this action and load the RF gain D/A converter with this data from the word. After this is completed, the word is shifted in all modes out of the receiver register, through the multiplexer and data node, and into the front panel register. If the address line from the remote device is active high, the data word and the monitor clock are available on their respective output line pairs.

Periods three and four inhibit movement of the data word. Period three undates the front panel pushbutton lights and numeric disclay. Period four is the only period in which changes in receiver mode are allowed. During this period changes from a remote mode to local, or from local directly to remote passive can only be accomplished by depressing the appropriate pushbutton on the front panel. A

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change from local and remote passive to remote active is automatically done by the remote I/O board whenever both the address and triager line pairs are active high during this period. The remote active mode immediately reverts to the remote passive mode at the beginning of the next period four. The total cycle time of the receiver is 10.24 msec (2.56 msec period). In order to change modes successfully, it may be necessary either to hold in the pushbutton on to hold the triager and address lines high for up to 7.69 msec (three periods). This ensures that the mode change demand occurs in period four.

All outputs are available from connectors J1, and J6 through J10 located on the back of the receiver. J1 is the digital I/O connector. The other connectors are all analog outputs. Jh is a 455 KHz IF signal of at least 20 KHz bandwigth. AM and FM detector monitors are provided at connectors J7 and J9 respectively. J8 is a predetection, 455 KHz center frequency IF output whose bandwidth is set by the front panel. A balanced and unbalanced line audio and both upper and lower sideband outputs are available from the appropriate pins at J10. The balanced line operates at all times. The unbalanced line is operable unless headphones are plugged winto the front canel. The lower sideband output is active when the receiver is in either ISB or LSB detection modes, and the upper sideband output is active during ISB, USB, and CW modes.

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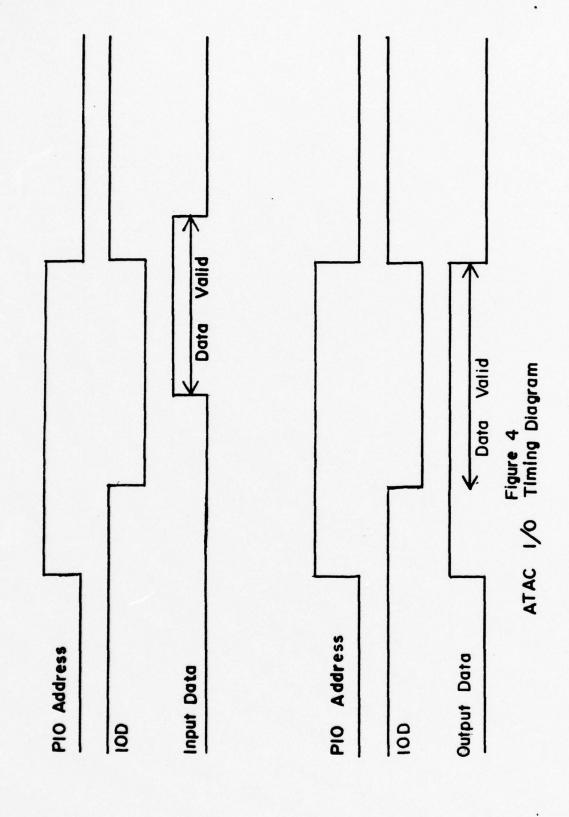
After studying the incuts and outputs from the receiver, three choices were available for further development of the interface. It could be designed to pass the clock pulses on to the interrupt lines of the computer and, therefore, match the computer's timing to that of the receiver. Or, a buffer could be constructed to input the data serially at the clock rate of the computer and output it at the clock rate of the receiver. The third choice, also a buffering arrangement, could exchange data in parallel to the computer and serially to the receiver.

The chief factor influencing the design decision was the availability and distribution of computer control and I/O lines. For the first computer, the primary objective was to investigate the feasibility of both remotely tuning the receiver and accepting a data word in return. The requirements for the second computer, the MOS Technology Inc. KIM=1, were less strict. Its objective was to tune the receiver digitally through use of the interface. Its input, however, was to come from a A/D converter for processing.

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The ATAC was originally designed to provide EW service to aircraft. Built to do real-time analysis of signals, it has very short cycle times, optional microcode programming, and double precision arithmetic as part of the standard package. All this, combined with its large instruction set, makes the ATAC a versatile and powerful tool. Although data could be transferred serially by proper programming, the ability of the ATAC to both input and output sixteen bits in parallel on the PTO (parallel input/output) lines proved more advantageous. Any one of the ATAC's sixteen registers can input or output from these lines. In order to properly transfer this data, the PIO bus must be audmented by an address provided by the sixteen bits of the "extended" Arithmetic Register (XAP). Another necessary output is one that informs the external device when the ATAC is ready for the transfer. On the ATAC this function is provided by the Input/Output Demand (IOD) line. Referring to the timing diagram in Figure 4, an input command is initiated by placing an address on the XAR lines and following this address with a low on the IOD. This signifys that the ATAC register is ready for data. After approximately one microsecond, the IOD is placed high and the address is removed. During this microsecond the data for the ATAC must be stable. For an output command, the XAP and the PIO lines first present the address and data for output. When they



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are stable, the IOD line is set low. The data is then available for about a microsecond, as before. The IOD line is then placed high and the address and data are removed from their respective lines.

For operator interaction a serial ASCII, RS232 I/O port is also available. A Datamedia Elite 2500 television terminal is connected here to provide the operator with the necessary control and programming capablity for use of the ATAC. By proper programming and use of the XAR lines, it was possible to translate each command for the interface. Using a genultiplexer on the interface board, four of the five available XAG addresses were separated into sixteen separate commands. One of the remaining lines and the IOD line were used as stropes to identify the receiver and to signify stable data (Chapter III). This arrangement provided both the adequate isolation and flexible operation desired.

8. THE KIM-1

The KIM-1 is at the other end of the computer spectrum with respect to the ATAC. It is a microprocessor designed around the MOS Technology Inc. series MCS6500 Central Processor unit. Complete on a single printed circuit board, the KIM-1 is simple to operate and easy to program. While its cycle time is slower than that of the ATAC, it is still much faster than the receiver and more than adequate to meet

analog data supplied from the receiver's FM IF output (J9) and an external A/D converter, the design for this portion of the interface was simpler.

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For a more detailed discussion of the KIM-1, its objectives, programs, and operating procedures, see <u>Signal Acquisition</u> and <u>Sampling Using a Microprocessor</u>, by LT. D. Rosenberger.

The interface was initially designed solely for the ATAC. A means of converting four ATAC words into one receiver word was needed first, in order to test the program, the computer, and the receiver together. The simplest and cheapest way to accomplish this conversion and still fully utilize the capabilities of the ATAC was to build a p4-bit register using eight parallel-in, serial-out, eight-bit shift registers. A control section was also necessary to properly handle this data. The ATAC XAR addresses were decoded by this control section to provide the load commands for the registers and to signal the receiver to input the word.

The next step in construction was also simple in theory. Since the computer uses the PTO lines for input as well as output, what was needed was a connection which would not interfer with the section already built. The ICs chosen to isolate the two sections are called Tri-State. These ICs have a "no output" state in addition to the normal high and low of ITL circuits. They could not, however, sink or supply enough current to drive the computer PIO bus. A solution was found by following these ICs with open collector buffers. Not only did they provide the necessary amplification, they did not decreade the isolation performance of the Tri-States. This second section also had

In this case, though, they were serial-in, parallel-out. In order to remove the word from the register in sixteen-bit sections, the outputs from the shift registers were connected to four-to-one multiplexers. These multiplexers were Iri-State. With the proper control it was possible to shift the word from the receiver into this register, and transfer it to the PIO bus in the correct sequence.

Increased complexity in the control section came with this implementation. A method was needed to prevent the computer from transferring a word until it had been completely shifted into the register. The period two clock output from the receiver was used as a reference to provide a pulse to inform the computer when shifting was complete. This pulse was positioned in the same time interval as period three of the receiver. The additional benefit of identifying period four was obtained. This meant that the output for the trigger line to the receiver could be shorter and still meet the requirement to occur in a portion of period four.

After completion of the testing for the ATAC, an interface was designed and constructed for the KIM-1. This design was very simple to implement, since all the necessary timing circuits were already built and tested. The two computers were kept from interferning with each other by installation of a manual switch. This switch controls the

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address of a multiplexer that separates the lines in the interface common to both computers. The control section was wire-wrapped rather than placed on a printed circuit board to provide greater flexibility, easier maintenance, and to reduce cost.

A. THE CONTROL SECTION

The heart of the interface is the control section (Figures 5 and 6). The main purpose of this section is to decode and route commands from the ATAC and provide the necessary circuits to interface with the receiver. It also contains the circuits for the operation of the receiver by the KIM-1. The receiver's outputs are driven by line drivers which provide complementary ITL levels. The inputs are applied to line receivers which accept these complementary ITL levels. The interface, therefore, had to use these same receivers and drivers to be compatable with the Matkins Johnson.

The SPST switch mounted on the front of the interface case selects the computer controlling the receiver. With the switch in the ATAC position, a high is placed on pin 1 of IC-JJ and pins 1 and 10 of IC-MM. IC-JJ is now set up to transfer the following: the address and data outputs to the line drivers on IC-LL, the trigger command to pin 2 of IC-Z, and a low in line CCK7. The CCK7 line completes the

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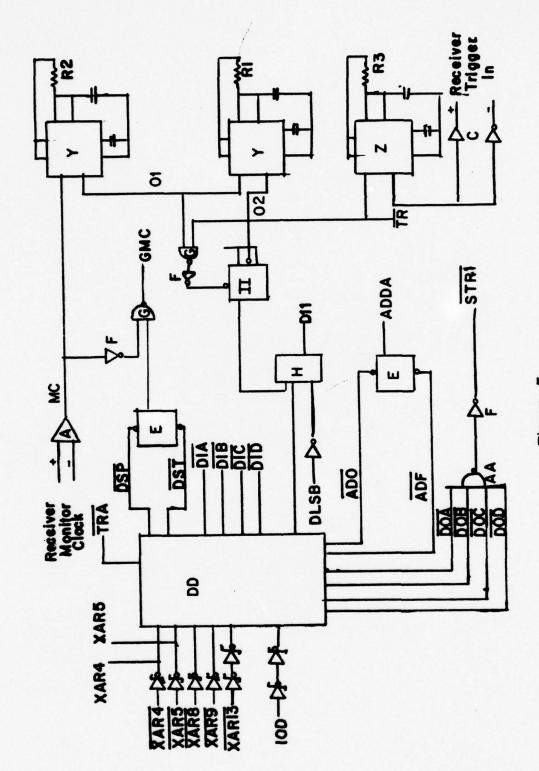
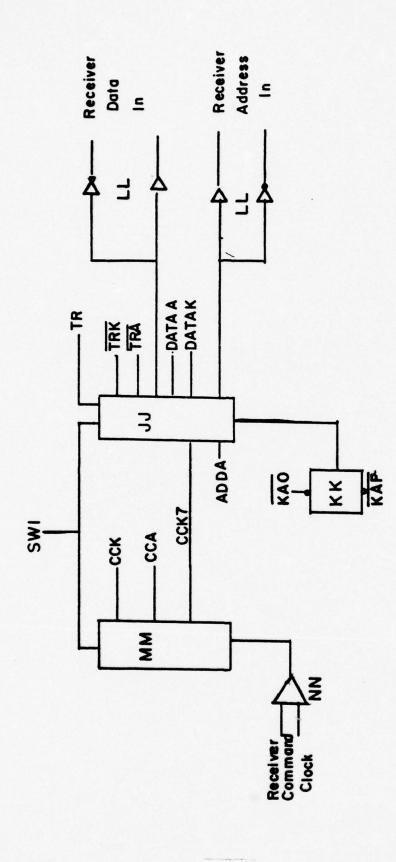


Figure 5 Interface Control Section (Part 1)



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Figure 6 Interface Control Section (Part 2)

```
AIAC Irioger Commmand
TRA
      101
            Receiver input word one
DIA
      [11
DIB
            Receiver input word two
      121
DIC
            Pereiver input word three
      [31
DID
      [4]
            Receiver input word four
DSP
            Stop Monitor Clock
      151
DST
      [6]
            Start Monitor Clock
ADO
            ATAC - Address on
      [7]
DOA
      [8]
            Receiver outcut word one
DOR
      [91
            Receiver output word two
DOB
      191
            Peceiver output word two
DOC
     (101
            Receiver output word three
DOD
     [11]
            Peceiver output word four
RDY
            Read D11 for ready signal
     [12]
ADF
            ATAC - Address off
     [15]
TR
            Receiver triager
CCK
            Kim-1 Command Clock
CCK7
            Control Line for Kim-1 Command Clock
CCA
            Command Clock for ATAC interface
ADDA
            ATAL - Receiver Address
KADD
            KIM-1 - Receiver Address
KAO
            KIM-1 - Receiver Address On
KAF
            KIM-1 - Receiver Address Off
TRK
            KIM-1 Trigger Command
(Numbers in brackets refer to ATAC XAR commands)
```

Table III

Interface Command List

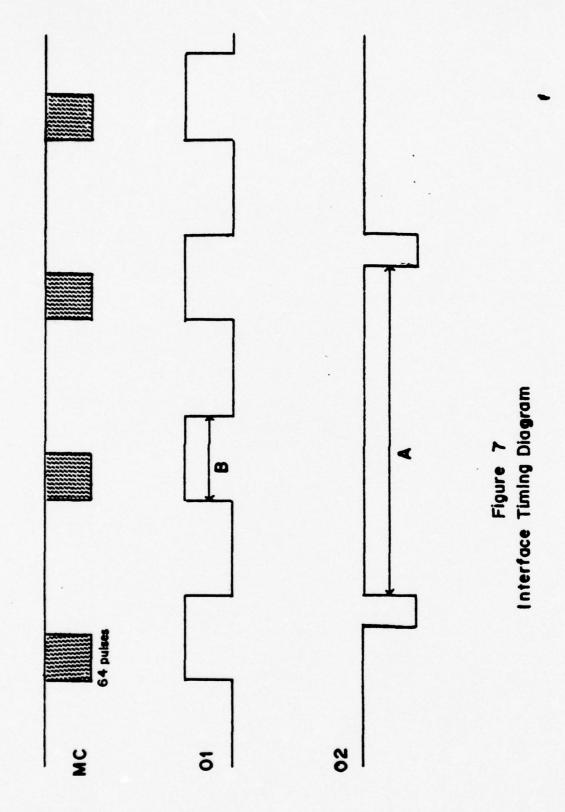
commands to IC-MM. This IC is a guad Iri-State buffer which is used to control the destination of the command clock. The switch opens buffer one which directs the command clock to the ATAC. The CCK7 line closes buffers two and four disabling the command clock input to the KIM-1.

The ATAC supplies the control section with six lines. Five of these are the XAP bits 4.5.8.9, and 13. Using 4.5.8.9, and 13. Using 4.5.8.9, and 13. Using 4.5.8.9. and 9 as address lines to bins 20-23 of IC-DD, a four-to-sixteen demultiplexer, sixteen (2 4) unique commands (Table III) were made available. The sixth line, the I9D, and XAP 13 were used as stropes or enables for the demultiplexer. In this way XAP 13 was able to specify this receiver uniquely, and the IOD ensured that addresses and data were stable before bassing a command. When both IOD and XAP 13 are low, IC-DD is operational and the output corresponding to the address on bins 20-23 is forced low. At any time that either or both the two strope lines are high, all outputs of IC-DD are held high and no commands are generated, regargless of the activity on bins 20-23.

At the beginning of the Receiver Control program (Chapter IV), the ATAC sends commands to address the receiver (ADO) and to open the gate for the monitor clock (DST). ADO places a low on pin 2 of IC-E, setting the flip-flop and forcing the ADDA line high. This line activates the receiver's I/O through ICs -JJ, -A, -B, -C, and -LL, as described above. The DST command is passed to

pin 7 of IC-E. This sets this flip-flop and allows the monitor clack (MC) to shift data from the receiver into the storage register during every period two of the receiver's cycle. The MC line is also connected directly to a timing circuit. This circuit araduces the pulse described in the early part of this chapter. The first of a pair of monostable multivibrators, IC-Y (Figure 5) is triggered by the first clock pulse of MC. IC-Y outputs a pulse, interval A of timing diagram (Figure 7), which triggers the second. The second's cutout, interval B, is connected to pin 1 of IC-II, a negative-edge trippered, J-k flip-flop. This IC is wired so that it is set on the output of the second multivibrator and reset by either the the output of the first multiviorator or the command TR. The output of this flic-flop, pin 15, is called the PLP. This line is multiplexed with the least significant bit of the output register and inverted by IC-H for use by the ATAC on line 011.

The RLP pulse is adjustable through variable resistors (trimmers) one and two. Trimmer one controls interval B and trimmer two interval A. In effect, trimmer two varies the position of the pulse and trimmer one its width. The placement and width are the key to proper operation of the interface. The pulse must remain in period three. Although some overlap into period four is allowable it is not desirable, and any overlap into period two could cause



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incorrect operation. At present, the RLP pulse is programmed for every other period three. This allows the receiver to stabilize between samples taken by the computer. If more or less time is desired, the pulse can be set in every, every other, or every third period three by varying trimmer one. Greater time between pulses can be achieved by changing the .47 uF capacitor (hH=7,8) to one of larger value.

When the ATAC is ready to send a word, it loads the input register of the interface using commands DIA, DIB, DIC, DID, and then waits for a high on the D11 line. When RLP is low, D11 is high and the AIAC sends command IRA. This command is routed to a separate monostable multivibrator, 10-7, by way of multiplexer IC-JJ. The timing circuit provides the trigger culse in period four which changes the receiver's mode to remote active. It also sets RLP high to prevent any interaction with the ATAC until this cycle of the receiver is complete. During the following period one, the receiver sends the command clock to the input register via ICs -JJ and -MM, and inputs the data word through ICs -! I and -! L. Meanwhile, the ATAC is waiting for PLP to go low again. When it does, the ATAC closes the MC gate win a DSP command and loads four sixteen-bit words with commands DOA, DOB, DOC, and DOD. Once the receiver word is stored in the ATAC, a DSIA command is sent to open the MC date. When the operator has finished excution of the Receiver Control program and exits, the ATAC

sends the interface commands ADF and DSP to turn off the address line to the receiver and close the MC date. The interface is now back in a stand-by status.

In order to set up the interface for operation with the KIM-1, the reset button must be pushed and the computer switch placed in the KIM-1 position. The reset button is unique to KIM-1 interface operation, and is necessary because of the use of the KIM-1's non-maskable interrupt. This interrupt is used to synchronize the KIM-1 with the receiver's command clock. Pressing the reset button places a momentary low on nin 3 of IC-KK, the flip-flop that controls the receiver's address line from the KIM-1. This resets the flip-floo and insures that the command clock output is disabled until required. ICs -JJ and -MM now transfer data from the KIM-1 and not the ATAC. The CCK7 line follows the address line from IC KK and gates the command clock off and on at the proper time. When the KIM-1 is ready to send a word to the receiver, it waits for a low on the RLP line. This line is connected to the maskable interrupt line. This low generates an interrupt and places the KIM-1 in the output program. This routine provides a trigger pulse for the trigger timing circuit and outputs the data synchronously with the command clock. The difference between the ATAC and KIM-1 actions of the interface is due to the position of the switch. The only function the interface serves is to provide reliable and compatible data to the appropriate device, whether it is receiver or computer.

6. INPUT/OUTPUT REGISTERS

These two registers are used for the ATAC only. The registers were designated input or output by their related function with the receiver. They were constructed to provide the necessary, temporary storage while converting parallel and serial data back and forth. Both registers are connected to the PTO bus, with the major difference being the Iri-State connections of the serial to parallel, or output register.

The input register (Figure 8) was the easier to implement. It consists of eight depit shift registers with parallel input and serial output. The parallel input comes from the ATAC's PIO bus, which is buffered by schottky inverters to reduce noise. The lines are connected to the ICs in such a way as to load words into two adjacent shift registers simultaneously. This is possible because the shift registers will only latch gata in when their respective load line is low. By proper connection of the DTA-DTD lines to pin 1 of the ICs, and coordinating the commands with the data, the output register can be completely and correctly filled. The command clock from the receiver is connected to pin 15 of each of the eight registers. When it is present, it clocks the data through the register exiting through pin 16 of IC-VV. From here, it goes through the control section

at IC-MM and on to the receiver.

The output register (Figure 9) performs the reverse operation. However, in order to separate it into words that are short enough for the ATAC, the data has to multiplexed before it can be connected to the PIO bus. The Tri-State multiplexers, ICs -I through -L and -U through -X, and the required huffers, ICs -FE through -GG, were used to prevent interaction with the PTO bus when not in use. The timing here is more critical than in the input register system. Refore the ATAC begins a read cycle from the output register, the clock signal to the register is stopped (DSP). This prevents the ATAC from reading non-stationary data. All the Tri-State multiplexers are audressed by connecting XAH bits 4 and 5 to bins 2 and 4 respectively. The commands DOA-DOD are ANDed together (NANDed and inverted) and the output connected to all the multiplexers as strobes at pins 1 and 15. When the ATAC reads a word, the XAR bits select the word and the strobe produces it during the microsecond when the PIC bus is available.

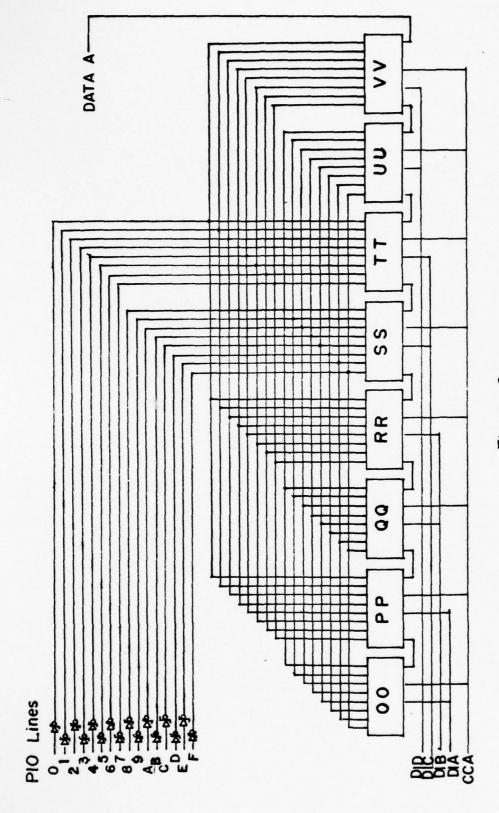
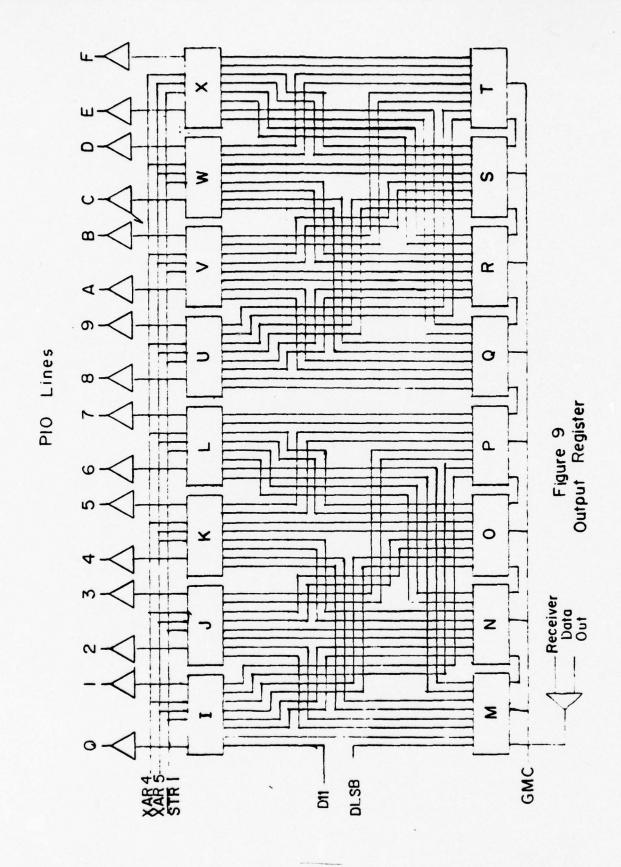


Figure 8 Input Register

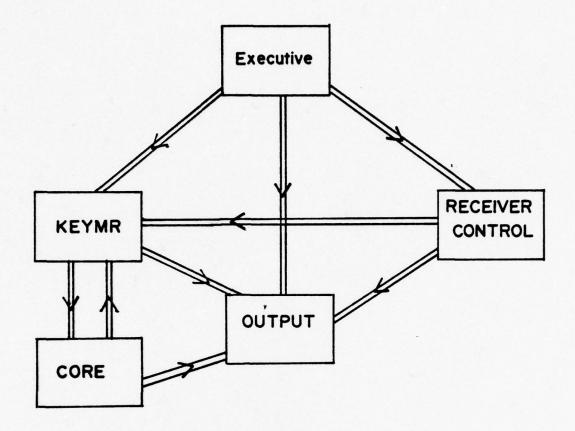


The ATAC program was written in two major sections; a system monitor and a control. The monitor is called the Main System and provides the operator the ability to program the ATAC from the operator's terminal. Peceiver Control commands the interface and, therefore the receiver. Both programs were initially written prior to the construction of the interface, so many modifications were made using the Main System and its suproutines. After the interface was built and tested and the Pereiver Control section modified to correctly contol the tuning of the receiver, the complete program was saved on paper tabe (Appendix C). Operation of the computer is discussed in Appendix B and a sample run can be found in Appendix F.

A. THE MAIN SYSTEM

The Main System section consists of a small executive and a group of interconnected subroutines (Figure 10). The executive provides a pasis for the subroutines when the receiver control program is not being executed. It is these subroutines that control the input and output to the operator terminal. The input routine is called KEYMR and the output routine, CUTPUI. OUTPUI converts correctly-formatted computer words into ASCII and displays them on the

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Subroutine Call

Figure 10
ATAC Program Block Diagram

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I. CORE Commands

- CO -- calls CORE from KEYMR.
 - a. DII 'address' -- displays 80 memory locations beginning with 'address'.
 - h. DI 'address' -- displays the contents of memory location 'address'.
 - c. CH 'address' 'value' -- Replaces the contents of memory at 'address' with 'value'.
 - d. CS 'address' -- Beginning at 'address', the contents of memory are replaced with the values typed on the lines following the command.

 Exit is accomplished by command on.
 - e. DO -- Returns execution to CORE if in CS, otherwise returns to calling routine.

II. Receiver Control Commands

- MJ -- Calls Receiver Control from the executive.
 - a. 0 -- Set-up Routine to input values for entry into Receiver.
 - b. 1 -- Displays set-up control word.
 - c. 2 -- Disolays last control word sent to receiver.
 - d. 3 -- Disclays last control received from receiver.
 - e. 4 -- Sends set-up control word to receiver.
 - f. 5 -- Routine to input scan variables and execute a scan.
 - a. b == Receive and Display control word from the receiver.
 - h. 7 -- Exit program and return to caller.
 - i. 8 -- Reinitialize program as if entering.

Table IV
AIAC Program Commands

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terminal. KEYMR does the reverse, and stores the input in a buffer for use by the caller. KEYMR and OUIPUT were programmed to accept and display only uppercase letters, numerals, and a small number of needed symbols. because of the method employed to convert ASCII to machine code, it was found that each lower case letter entered from the keyboard was automatically mapped into its respective upper case twin. This relieves the operator of responsibility of using the shift key. A part of the KEYMR, called CORE, is available for use by the operator to display and/or change sections of memory. The four available commands in this routine and their functions are displayed in Table IV. Care must be taken not to change memory locations which are used by the Main System. This could result in complete erasure of the ATAC's memory. Without KEYMR, OUTPUL, and COPE, or routines similian to them, it would have been extremely difficult to perform any amount of toubleshooting or modification of the Receiver Control section.

B. RECEIVER CONTROL

Its main objective is to control both outputs and inputs of the interface from the operator's terminal. To assist those operators with little experience in this system, the Receiver Control section is equipped with uncomplicated

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instructions and program safeguards. This produces almost foolproof operation but, it does so at the expense of program simplicity. Discussion of this section is separated into two parts. First a broad description of the complete section is discussed, followed by a detailed look at the two suproutines which interact with the interface.

when the Receiver Control program is entered, it performs five important actions. It initializes all necessary flags; enables the receiver and opens the MC gate; sends and receives a complete receiver word; and displays the instruction set to the operator. After this, it calls on KEYMR and waits for a command, when an input is delivered, the program checks its legality. If it is not a valid command, KEYMR is called again.

A valid command is a numeral between zero and eight (Table IV). These can be separated for discussion into three groups. The display group (0-3) inputs and exchanges information with the operator. The receiver group (4-6) performs operations with the receiver. The final group of commands (7-8) are used to exit or reinitialize the program. Group one has one input and three display commands. Command zero instructs the operator to input the parameters desired. It stores these parameters in memory in the display format, as opposed to control word format. Commands one, two, and three all display parameters. One displays the last parameters sent to the receiver. Three displays the last

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word received from the receiver. Commands seven and eight make up group three. Seven exits the program entirely and returns to the executive after disabling the receiver. Eight, on the other hand, returns the program to its beginning as if it had just been entered.

The remaining three commands are the most important. Group two commands control the actions of the interface. Command four converts the parameters set—up by command zero into control word format. It then calls the I/O subroutine described below, and outputs and inputs a receiver word. To merely receive a word from the receiver, command six is used. The program calls the input subroutine helow and then exits to command three to display the parameters received. Command five scans a hand of frequencies selected by the operator in search of a specified signal strength. All other parameters remain the same as those set—up by command zero.

with the excention of the instructions executed when entering and exiting Receiver Control, complete control of the interface and the receiver is resident in approximately forty computer instructions. These forty are grouped into the two subroutines WJR and WJS. WJS sends words to the receiver and WJR receives them. WJS loads the information and addresses to be sent to the receiver into the computer registers. The addresses are then matched to a word of data and sent to the interface input register. The routine now waits for the appropriate signal generated by RLP. When

this is received, a tridger command is sent to load the word into the receiver. At this point the routine checks the value of a counter. This test is to prevent the computer entering an infinite loop if either the interface or receiver is not turned on. If the test is unsatisfactory, the routine prints:

INFINITE LOOP
PLEASE CHECK RECEIVER AND INTERFACE

and reverts to operator control. If the test satisfactory, the suproutine automatically continues to WJR. WJR loads another set of addresses into the computer Here, a short wait for the RLP signal is registers. necessary before any action is taken. The MC gate is closed immediately upon receipt of this signal. The receiver word is then loaded into the ATAC by outputting the address on the XAP lines and reading the data on the PIO lines. When the complete word is received, the MC date is opened. this point it is necessary to test for command six. This test determines whether the computer is sending and receiving or only receiving. If the execution of both WJS and WJR is being performed, a comparison between sent and the word received is necessary. This comparison is skipped if the computer is only executing WJR (command six). three control words sent by MJS and received by NJR are used for this comparison, when it is performed.

any words differ, the computer returns to WJS to repeat the cycle until one of two conditions are met: either the words match or the WJS counter test discussed earlier fails. If the words match, MJP continues on to convert the received control words into the display format and then returns to the caller.

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VI. PECOMMENDATIONS

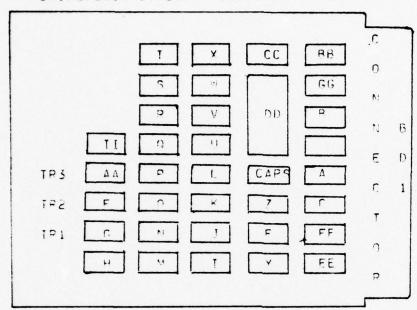
The system as it stands now is but a beginning. Additions and modifications for future work should include; A/D converters for the receiver outputs; Morse and/or teletype decoders; and an expansion of the computer program. Implementation of either of the first two implies the third. There are some operator assistance program modifications that need to be made. The two that come immediately to mind are (1) a method to abort the scan routine from the operator's console, and (2) the ability to change individual parameters in addition to the set-up command already located in the organam. Addition of the A/D converters implies a propram increase to decode and process this new data. Switching routines and probably some hardware will be needed for the decoders. The capabilities of the system are limited only by the abilities of the operator and programmer.

VII. CONCLUSION

As long as the computer requires only that data obtained from the receiver's word, the interface is flexible enough to provide reliable results. At this time there are no known "bugs" in either the interface or the program. Both have been thoroughly tested to provide the operator with the most dependable system possible.

A. Board 1

Integrated circuit locations (from Top of board).



Integrated Circuit

		4	,	p		_		F		F		G	•	н
pin	:	8820		8820		8830		7476	-	7404		7400	i	74157
1	:	BD1-M	:	801-K		C-2/Z-3	. !	VCC	;	M-3		BD2-E	:	DD-14
2	:	nc	!	nc		0-1/0-3		DD-8	•	H-3		Y-9	•	11-14
3	;	BD1-L	•	BD1-1		2-2/0-4		DD-15	:	A-6/Y-8		F-11	:	F-2
4		nc	:	nc	:	C-3	!	VCC		G-5	!	E-11	!	I-6
5		nc	!	nc		BD1-F	:	VCC	•	AA-6		F-4	1	nc
6	: 1	F-3/Y-8	:	M-1	!	BD1-H	!	VCC	!	G-12	!	F-9	!	nc
7	:	GRD	!	GPD	1	GPD	;	DD-7	:	GPD	!	GPD	!	GRD
A	:	nc	!	nc	:	nc	:	00-6	:	T-8	•	nc	:	nc
0	:	nc	•	nc	:	nc	:	VCC	•	G-6	!	nc	!	nc
10	:	nc	•	nc	;	nc	;	nc	1	11-3	•	nc	;	nc
11	;	nc	!	nc	!	nc	:	G-4	:	G-3	;	F-13	!	nc
12	:	nc	!	nc	;	nc	:	VCC	:	1-15	!	F-6	!	nc
13	:	nc	!	nc	!	nc	!	GPD	!	G-11	1	00-14	1	GRD
14	:	VCC	;	VCC	;	VCC	:	nc	;	ACC	!	ACC	!	ACC
15	:	X	!	XXXXXX	:	XXXXXXX	:	PD1-Y		XXXXXXX				
16	!	XXXXXXX	!	XXXXXXXX	:	XXXXXX)	(!	VCC	!	XXXXXXX	!	XXXXXX	(!	XXXXXX

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Integrated Circuit

	: T :	J !	K	: L !	M ;	N :
pin	! 7214 :	7214 !	7214	7214 !	74164 :	74164 !
1	: x-15	I-15/J15!	J-15/K15	K-15/L15!	B-6/M-2!	M-13/N-2!
2	:DD22/J-2:	I-2/K-2!	J-2/L-2	K-2/U-2!	M-1 :	N-1 !
3	: S-3	S-5 !	5-10	S-12 !	F-1 :	U-6 !
4	1 0-3	Q-5 !	0-10	1 21-0	1-10 ;	U-10 :
5	1 0-3	0-5 !	0-10	1 0-12 !	J-6 :	V-6 !
6	H-4	M-5 !	M-10	: M-12 :	J-10 ;	V-10 !
7	! EF-1 :	EE-5 !	EF-11	: FF-1 !	CRD :	GPD !
8	: GRD	GPD !	GRD	GRD !	M-8 :	14-8/0-8:
0	! EE-3	FE-9 !	EF-13	FF-3 !	vcc :	vcc :
10	! M-4	14-0 1	M-11	M-13 !	K-6 !	W-6 !
11	1 0-4	0-6 !	0-11	0-13 !	K-10 :	W-10 :
12	1 0-4	0-6	0-11	Q-13 !	L-6 !	x-6 :
13	1 5-4	S-0 :	5-11	! 5-13 !	L-10 :	x-10 !
14	10023/114	K-14/114!	J-14/1.14	K-14/U14!	vcc ;	VCC :
15	1F-12/J-1	J-1/k-1!	K-1/L-1	L-1/U-1!	:XXXXXXXX	*XXXXXXXX
16	: vcr	vcc !	VCC	! vcc :	*XXXXXXXX	!XXXXXXXX!

	:	0 ;	D !	Q	. R	! 5	; T ;
pin	!	74164 ;	74164 !	74164	7416	4 : 74164	74164 !
1	: 1	1-13/0-2:0	1-13/P-2!	P-13/0-2	10-13/R.	-2:R-13/S-	215-13/1-21
5	;	0-1 ;	P-1 !	0-1	R-1	: S-1	1 1-1 1
3	:	1-5 :	U-5 !	7-4	1 11-4	! 1-3	: U-3 :
4	:	I-11 :	U-11 :	1-12	U-17	P ! I-13	U-13 !
5	:	J-5 ;	V-11 !	J-4	: V-4	! J-3	1 v-3 1
6	:	J-11 ;	V-11 !	J-12	1 V-17	?! J-13	1 V-13 !
7	;	GRU !	GRD !	CRD	GRD	: GRD	GRD :
8	:	11-8/P-A	18-018-0	P-8/P-8	1 0-8/5	-8! R-8/T-	8: S-8/F-8:
0	;	vcc :	VCC !	vcr	: vcc	; vcc	· vcc ·
10	:	K-C ;	N-5 !	K-4	N-4	! K-3	W-3
11	:	K-11	W-11 ;	K-12	: 4-12	2 ! K-13	W-13
12	:	L-5 !	x-5 !	L-4	X-4	! L-3	; x-3 ;
13	;	1-11 :	x-11 !	L-12	: x-1	P ! L-13	: x-13 :
14	!	vcc :	vcc :	VCC	. VCC	: VCC	: vcc :

Integrated Circuit

	1 0	v :	w 1	X	Y :	7 1
pin	1 7214	7214	7214 :	7214	556	555 1
1	1L-15/115	U-15/V15!	V-15/W15:	W-15/X15	Y2/Tr-14	GPD :
5	: L-2/V-2	15-11/2-0	N-5/X-5!	M-5	Y-1/HH-6	PD1-E !
3	1 T-3	T-5 !	T-10 :	1-12	HH-5	C-1 !
4	; F-3	R-5 !	R-10 :	R-12	· vcc	vcc :
5	P-3	P-5 !	P-10 :	P-12	BD1C/II1	HH-1 !
6	! N-3	N-5	N-10 :	N-12	Y-9	HH-2/Z-7!
7	! FF-5 !	FF-11 :	GG-1 :	GG-5	GRD	76/Tr-3A!
8	: GRD	GPD !	CKU :	GRD	1 A-6/F-3	VCC !
9	! FF-9	FF-13 !	GG-3 :	GG-9	Y-6	XXXXXXXX!
10	! N - 1	N-0 !	N-11 ;	N-13	. vcc	XXXXXXXX
11	; P-4	P-0 :	P-11 ;	P-13	! HH-4	*XXXXXXXX
12	P-4	H-0 !	0-11	R-13	Y-13/HH4	XXXXXXXX!
13	! T-4	1-0 !	7-11	T-13	112/Tr24	*XXXXXXXX
1 4	!L-14/V14	11-14/0141	V-14/X14!	N-14	. VCC	*XXXXXXXX
15	1 11-1/4-1	V-1/M-1!	14-1/X-1!	X - 1 / 1 - 1	! XXXXXXXX	XXXXXXXX
16	; vcc	vec !	VCC :	VCC	! XXXXXXXX	XXXXXXXXX!

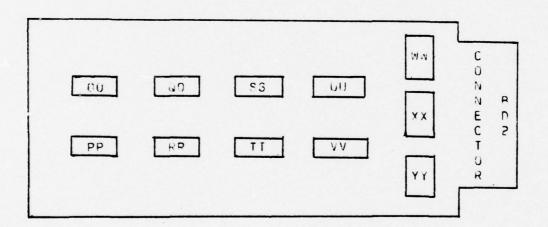
	: ΔΔ	1 86 1 CC	! EE	! FF	; GG ;	HH :	II :
pir	1 7420	1 74504! 74504	7407	1 7407	: 7407 :	CAPS :	7476 !
1	100-10	: CC-6 !BD1-17	1 7-7	! 1-7	: M-7 :	Z-5 :	Y-5 :
5	100-11	100-18 100-23	1901-1	BD1-7	!BD1-13!	Z-6 ;	VCC !
3	i nc	(BD1-21) nc	1-9	! L-9	14-9	Y-11;	F-10:
4	: DD-9	BP-5 nc	1901-2	1801-8	BD1-14!	Y-12;	vcc :
5	100-13	BR-4 BD1-T	J-7	! U-7	; x-7 !	Y-3 :	nc :
6	F-5	100-19 ! PB-1	1801-3	BD1-9	1801-15!	nc :	nc :
7	: GRD	: GBD : CHU	: GPD	: GRD	GRD :	1-5 ;	nc !
8	! nc	on ! 05-00!	1901-4	1801-10	BD1-16!	GRD :	nc :
0	: nc	1801-20! nc	J-0	1 0-9	1 X-9 !	GPD ;	nc :
10	i nc	100-21 ! nc	IBD1-5	BD1-11	i nc !	GRD :	nc :
11	i nc	BD1-19! nc	K-7	! v-7	1 nc 1	GRD :	nc :
12	i nc .	100-55 uc	18D1-6	BD1-12	i no !	GRD :	nc !
13	: nc	1801-181 nc	K-0	: 1-9	i no i	GRD :	GRD :
14	: vcc	! vcc ! vcc	: vcc	! vcc	: VCC :	GPU !	H-5 ;
15	XXXXXX	C! XXXXXX ! XXXXXX	: XXXXXX	(! XYYYX Y	!XXXXXX!	XXXXXX:	nc :
16	! XXXXXX	YXXXXXX!XYXXXX	: XXXXXX	CXXXXXX	!YXXXXXX!	XXXXXX	GRD :

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		DD	
		74154	
pin!		!!pin	! !
1 !	RD1-P	1113	: AA-5 :
2 :	BD1-X	1114	! G-13/H-1!
3 !	BD1-N	1115	! nc !
4 :	PD1-V	1116	! nc !
5 :	RD1-11	1:17	! F-3 !
6 1	E-8	1118	! BR-2 !
7 :	E-7	1119	! BB-6 !
8 :	E-5	1:20	! BR-8 !
9 ;	ΔA-4	1121	: BB-10 :
10 :	Δ Δ - 1	1122	188-12/I-21
11 :	5-AA	1123	:CC-2/I-14:
12 :	GRO	::24	: vcc :

II. Board 2 Integrated Circuit Tocations (from Top of board)



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Integrated Circuit

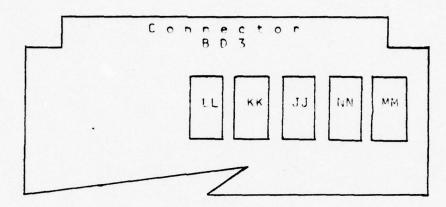
	00	:	PP	!	00	:	RR	!	SS	:	IT	:
pin	7416	5 1	74165	:	74165	:	74165	:	74165	:	74165	!
1	805-	A !	BU2-A		805-B	:	802-B	:	8D2-C	:	BD2-C	:
5	GRD	:	GRD	;	GRD	:	GPD	:	GRD	:	GRD	:
3	14M-5	1	YY-0	;	WW-5	:	YY-0	!	WW-2	:	YY-6	!
4	WW-1.	: 5	YY-4	:	NW-12	;	YY-4	:	WW-12	:	YY-4	;
5	WW-4	1	YY-2	;	WW-4	:	YY-2	!	WW-4	:	YY-2	:
6	ww-1	0 ;	YY-10	;	W-10	:	YY-10	:	WW-10	:	YY-10	:
7	nc	:	nc	;	nc	;	nc	!	nc	;	nc	:
2	GHD	:	GPO	:	GRD	:	GPD	!	GRD	:	GPD	:
9	PP-1	0 :	00-10	!	RR-10	;	55-10	!	TT-10	:	110-10	:
10	VCC	;	00-0	!	PD-0	:	00-9	!	RP-9	:	55-9	:
11	2-xx	;	XX-4	•	xx-2	:	x x - 4	:	XX-5	:	X X - 4	:
12	x x - 1.	1 5	YX-6	;	xx-12	:	XX-6	;	XX-12	;	XX-6	:
13	1111-8	:	8-XX	!	WW-P	:	8-XX	•	WW-8	1	8-XX	;
14	WV6	:	YY-12	!	WW-6	:	YY-12	1	w 1 - 6	:	YY-12	1
15	2-200	1 :	002-21	:	505-51	!	602-21	!	PD2-21	:	PUS-51	!
16	VCC	;	VCC	!	ACC.	1	VCC	:	VCC	1	VCC	!

	!	UU	:	VV	:	WW !	××	:	YY	1
oir	:	74165	!	74165	:	74504 !	74504	:	74504	;
1	:	802-0	:	672-0	!	802-17 !	802-10	:	BD2-4	:
5	:	GRD	:	GRC	!	00-3 * :	00-11	*!	PP-5 *	!
3	:	N.W-2	:	YY-6	:	BD2-15 !	BD2-9	;	805-3	!
4	:	WW-12	:	D-YY		00-5 * 1	PP-11	* !	PP-4 *	:
5	;	WW-4	;	Y Y - 2	:	BD2-13 :	8-508	:	5-508	!
6	;	WW-10	:	YY-10	:	00-14 *!	PP-12	* ;	PP-3 *	:
7	:	nc	:	nc	:	GRD !	GRD	:	GRD	:
8	:	GRD	:	GRC	!	00-13 *!	PP-13	*!	nc	!
9	:	VV-10	;	805-K	•	802-12 !	802-7	:	nc	;
10	:	11-0	:	U11-9	!	00-6 * :	nc	•	PP-6 *	!
11	:	XX-5	!	x x - 4	:	BD3-14 !	nc	;	BD2-5	;
12	:	xx-12	!	xx-6	!	00-4 * !	00-12	*!	PP-14 *	:
13	:	11W-8	!	XY-P	!	BD2-16 !	802-11	!	905-6	:
14	!	WW-6	;	YY-12	;	VCC :	VCC	:	VCC	!
15	!	802-21	:	PD2-21	! X	XXXXXXXX!	XXXXXXXX	x ! :	XXXXXXXXX	:
16	!	VCC	!	VCC	: x	XXXXXXXXX!	XXXXXXX	x ! .	XXXXXXXX	!

^{* -} bus connection - only first connection shown

THE STORY I SEE THE MAN WHEN THE WAR SEE THE SEE SEE

C. Board Three Integrated circuit locations (from Ton of poard)



Integrated Circuit

	;	JJ	!	KK	:	LL	:	MN	!	NN	:
pin	:	74157	! 7	7476	!	8830	!	74126	!	0588	1
1	:	BD3-1	!	VCC	!LL	-2/11	-7!	803-1	:	BD3-5	:
5	:	KK-15	: 1	303-11	ILL	-1/LL	-3!	503-17	:	nc	:
3	:	aD3-6	18D3	3-12/20	ILL	-2/LL	-4;	BD3-16	;	BD3-4	;
4	:	LL-10	!	nc	:	LL-3	:	JJ-12	!	nc	:
5	!	803-8	!	VCC	!	BD3-7	!	GRD	:	nc	:
6	:	BD3-9	!	nc	:	BD3-1	0 :	BD3-16	:	MM-Q	:
7	:	LL-1	!	nc	!	GRD	:	CRD	:	GRD	:
٩	:	GRD	!	nc	!	BD3-1	9 !	BD3-2	;	nc	:
9	:	603-13	!	nc	:	803-1	A :	NN-R	1	nc	:
10	!	BD3-14	:	nc	!LL	11/JJ	-4!	BD3-1	!	nc	1
11	:	nc 5	;	nc	ILL	12/11	10:	803-3	:	nc	1
12	M	413/MM-4	!	nc	!LL	13/LL	11!	MM-9	!	nc	!
13	:	GRD	!	GPD	!	LL-12	- 1	JJ-12	!	nc	!
14	!	KK-15	!	nc	!	VCC	!	VCC	!	VCC	:
15	:	GRD	JJ.	-2/1114	1xx	XXXXX	xx:x	XXXXXXXX	: x x	XXXXXX	x:
16	:	VCC	:	nc	! X Y	XXXXX	xx!x	XXXXXXXX	!xx	XXXXXXX	x:

D. Connectors

Circuit Board Fage-connectors

	: PD1 :	802	PD3 :
1	EE-5/805-10/CM1-5	GRD	! SW1/JJ-1/MM-10 !
5	!EE-4/BD2-11/CN1-3!	YY-5/RD1-13	: MM-8/BD2-21 :
	1EE-6/8D2-12/CM1-4!	YY-3/RD1-14	: MM-11/CN3-1 :
4	1EE-8/AD2-13/CN1-5!	YY-1/PD1-15	: NW-S\CNS-S :
5	!EE10/BD2-17/CN1-6!	YY-11/8D1-16	! NN-1/CN2-3 !
6	1EE12/802-16/CN1-7!	YY-13/PD1-12	: JJ-3/BD1-Y :
7	1FF-2/ED2-15/CM1-8!	XX-9/PD1-11	! LL-5/CN2-10 !
ρ	1FF-4/PD2-14/CN1-9!	xx-5/801-10	! JJ-5/CN3-2 !
9	1FF-6/BD2-0/CN1-10!	XX-3/801-8	; JJ-6/BD2-K ;
10	1FF-8/BD2-8/CN1-11!	XX-1/801-1	! LL-6/CN2-11 !
11	!FF10/802-7/CN1-12!	XX-13/801-2	: KK-2/CN3-3 :
12	1FF12/PD2-6/CM1-13!	WW-9/RD1-3	: KK-3/CN3-4 :
13	1GG-2/PD2-2/CN1-25!	WW-5/PD1-4	: J.J-9/RD1-F :
14	1GG-4/802-3/CN1-24!	WW-11/FD1-8	: JJ-10/801-P :
15	166-6/802-4/CN1-23!	WW-3/BD1-7	: JJ-11/CH3-5 :
16	166-8/802-5/CN1-221	MW-13/PD1-6	! nc !
17	: CC-1/CN1-11 :	WM-1/801-5	! rc !
18	BB-13/CN1-17 :	nc	! LL-9/CN2-12 !
10	: 88-11/CN1-19 :	nc	: LL-8/CN2-11 :
20	! BP-9/CN1-18 !	nc	KK-3/PESET !
21	1 88-3/CN1-20 1	00-15/603-2	! nc !
55	1 nc 1	GRD	vcc :
Λ	; GRD !	00-1/BD1-x	: GRD !
В	! nc !	QQ-1/BD1-W	! nc !
C	! II-14/CN3-6 !	SS-1/PD1-V	! nc !
D	1 nc !	UU-1/801-U	i nc i
Ε	! 7-2/RD3-13 !	nc	i nc i
F	1 C-5/CN2-9 1	nc	i nc i
H	: C-6/CN2-8 :	nc	! nc !
J	1 8-3/01/2-7 !	nc	i nc i
K	: B-1/CN2-6 :	nc	nc :
L	: A-3/CN2-5 :	nc	nc !
M	: A-1/CN2-4 !	nc	i nc :
M	! nc !	nc	i nc i
P	: DD-1/8D3-14 :	nc	nc :
R	1 nc !	nc .	i nc i
S	l nc l	nc	: nc :
T	: CC-5/CN1-14 :	nc	nc !
Ü	1 00-5/802-0 !	nc	nc
V	: 00-4/602-C :	nc	nc
V.	1 00-3/805-8 1	nc	nc
¥	1 00-5\PDS-V ;	nc	nc
Y	E-15/603-6	nc	nc
7	; vcc !	nc	i nc i

Cabinet Connectors

pir	:	C.	41	!	C	5.45			•	CN3	!
1	!	G	90	1	(PD			•	BD3-3 "CCK"	
2	:	BD1-1	"P10	0":	PD3-4	"CC	-	**	!	BD3-8 "DATA K"	
3	!	801-2	"PIO	1"!	BD3-5	"CC	+	"	!	803-11 "KAC"	
4	!	BD1-3	"PIO	2"!	BD1-M	"MC	-	**	:	RD3-12 "KAF"	
5	:	BD1-4	"PIO	3"!	BD1-L	"MC	+	**	!	BD3-15 "TRK"	:
6	!	801-5	"PIO	4"!	BD1-K	"DO	-	**	:	PD1-3 "PLP"	!
7	!	801-6	"PIO	5"!	BD1-J	"00	+	**	1	nc	!
A	:	bD1-7	"PIC	6"!	PD1-H	"10	-	**	;	nc	!
Q	:	801-8	"PIO	7"!	BU1-F	"TR	+	**	:	nc	
10	:	B01-9	"PIO	8"!	BD3-7	"DI	-	**	!	nc	
11	:	801-10	"PIO	9" !	903-10	"OT	+	**	!	nc	!
12	16	D1-11 '	PTO 1	0"!	503-19	"AD	-	**	!	nc	!
13	18	D1-12 '	PTO 1	1"!	BP3-18	"AD	+	"	!	nc	
14	;	801-T	"IOU	" !	no				!	GRD !	!
15	;	nc		!	no				!	nc	!
15	:	801-17	"AYB	4";	no				;	nc !	!
17	;	PD1-18	"XAR	5"!	20				!	nc ·	
18	;	BD1-20	"YAP	0"!	20				!	nc	
10	:	801-19	"YAR	9"!	no				:	nc	
50	16	01-21	XAP 1	3"!	no				!	nc	1
21	:	nc			no				!	nc :	
55	: 8	BD1-16 '	'P10-1	5"!	no				!	nc :	!
23	: 8	01-15	.b10-1	4";	20				:	nc	,
54	16	101-14	PTU-1	3"!	no				1	nc :	1
25	16	D1-13	PT0-1	5.1	no				!	nc	1

E. Discrete Components

Canacitors								Re	s i :	stors			
.01	uF	:	HH-1/HH-14	;						Trimme	e r		
. 2	uF	:	HH-2/HH-13	!				1		5		3	
.20	uF	;	HH-3/HH-12	:		A	;	Y-1	;	Y-13	;	2-7	•
.01	uF	:	HH-4/HH-11	!		B	:	VCC		VCC	:	VCC	!
.01	uF	:	HH-5/HH-10	!		C	:	VCC	1	VCC	:	VCC	:
.47	uF	:	HH-7/HH-8	:									

APPENDIX B ATAC OPERATING INSTRUCTIONS

Power Up Turn on front panel power then turn on power supplies. Power Down 'Halt' 'Master Clear' Power off to supplies, power off to control panel. Run Program 'Master Clear' Dial 'IMR' 'AUX PEG' 'FNTER' (associated with AUX REG) 'MEMORY' Set start address +1 in keyboard (Hexadecimal) . PCP . 'ENTER' (associated with PCP) . 311M. Stop a Program 'HALT' Read Memory (from front panel) 'HALT' Set desired adoress in key board Select 'MAR' 'ENTER' (associated with MAP) 'INC' (increment) 'DEC' (decrement) Address is displayed above MAR key, data is displayed in red LEDs above MEMORY key. Use INC or DEC as necessary to arrive at memory location desired. Write into Memory (from front panel) " HAI T' Set address desired as described in Read Memory. Set desired data into keyboard 'ENTER' (associated with MEMORY) Value in keypoard will be entered into either Memory (MEMOPY) or A computer Register (FILE).

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Bootstrap Load (paper tape)
'HALT'
'MASTER CLEAR'
'AUX REG'
Dial 'IMR'
'ENTER' (associated with AUX REG)
'MEMORY'
Set 0001 in keyboard
(0001 = Load, 0002 = Verify only)
'RUN'
At end of tape check program status lights (red LEDs below PCR and MAR pushbuttons)

0000 = Load good FFFE = Parity error FFFD = Verify error

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APPENDIX C

ATAC PROGRAM ASSEMBLY

Assembly of a program is divided into five parts; writing, producing absolute deck on IRM 360, conversion of absolute deck into ATAC format, nunching paper tape, and loading ATAC.

A. Writing the orogram.

Programs for the ATAC must be written in the assembly language described in ATAC manuals Volumes One, and Eight. The finished orngram must be placed on cards for the IBM 360 in the following format:



B. Producing an absolute deck

The first step is to load the assembler on to the IBM 360 from magnetic tape. This is done by executing program A in Appendix E. This transfers the program from tape to disk and saves it for one year. Once the assembler is stored the

following cards placed in the front of a program written following the instructions in I above will produce an absolute deck and a print-out of the program.

```
//ATACASSM JOB (0729,0194,0052), CCH ATAC ASSEM, ', TIME=1
           EXEC PGM=APSS, REGION=220K
//ASSEM
//STEPLIE DD DSN=S0729.ATAC.ONF,UNTT=3330,
11
                  VOL=SEP=DISK02, DISP=SHR
//FT06F001 00
                 SYSOUT = A
//FT07F001 DD
                SYSCUT=R
//FT05F001 DD
                DDNAME=SYSIN
//FT08F001 DD
                UNIT=SYSDA, SPACF=(CYL, 1)
                UNIT=SYSDA, SPACE=(CYL, (7,2)),
//FT09F001 DD
               DCB=(RECFM=VBS, BLKSIZE=7180, LRFCL=92)
//FT10F001 DD
                UNIT=SYSDA, SPACF=(CYL, (7,2)),
11
                DCR=(RECFM=VPS, BLKSIZE=4204, LRECL=42)
//FT20F001 DD
                UNIT=SYSDA, SPACE=(CYL, (7,2)),
                DCB=(RFCFM=VBS, 3LKSIZE=2004, LPECL=500)
//SYSPRINT DD
                SYSOUT=4
//SYSTN
           OD
5J08
54SSEM
         IDT
                ATAC
(place written program here.)
         END
```

BBASE SLOAD P SEND

The absolute deck is in the form:

0500169c0009adbc3109bc9c3109c8bc7109c09c7109d8b60309bbd932/ /e10100009c015a 05101609f49c0109f6ed0008aee1010a02ed000230e10109f7ed0007ae/ /c1070509201258

which must be translated for the ATAC. The memory location of the first word is located in the first four columns.

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Columns five and six contain the number of word fields on the card. The assembled program is located in columns 7 - 70. The remaining two columns are parity.

C. Conversion

The absolute deck received from the IRM 360 is loaded into the PDP-11. After the data from the cards is checked, the conversion program (convert 'filename' 'filename') can be executed. (Program C in Appendix F)

D. Punching Paper Tape

This code must then be transferred to the PDP-11 (A) where a paper tape can be punched. Here, the command to punch a tape is:

cat 'filename' >/dev/oto

E. Loading the ATAC

In order to load a tape the RS232 connector must be connected to the Paper Tape reader and the reader set to 1200 baud. The tape is loaded by following the instructions in Appendix 8.

APPENDIX D

SAMPLE ATAC OUTPUT

Operator inputs are underlined.

Operator	Displ	av
----------	-------	----

EXEC +JOKOKJFJjjnmun JOKOKJFJJJNMUH

+<u>CO</u>

CORE +CH 0F00 0900 0F00 0900

CORE +DI 0F00 0F00 0900

CORE +CS 0F00 +0256

+0123

+4567

+<u>DO</u> 0F00 0256 0F01 0123 0F02 4567

CORE +00

+NJ U=SET-UP 1=DISPLAY IFNTATIVE 2=DISPLAY CONTROL 3=DISPLAY RECEIVED 4=ENIER IENTATIVE 5=SCAN *Comments

*Executive echos *entries other than *commands

*Entry into CORE

*Location 0F00 *changed to 0900

*Locations 0F00 to 0F03 *changed

*completion of change

*Fxit from CORE

*Entry into Receiver *Control

the state of the second second

6=RECEIVE CONTROL 7=DONE 8=REINITIALIZE

RECEIVER CONTROL +0

FRED (HZ)

+1240000
DETECT MORE
0=AM
1=FM
2=BFO FIXED
3=BFO VARTABLE
4=ISB
5=USB
6=LSB
7=AM-NL

+0 GAIN MODE U=HOLD AGC 2=NORMAL AGC 3=MANUAL AGC

+0 IF BANDWIDTH 1=500 HZ 2=2 KHZ 3=4 KHZ 4=8 KHZ

+4 RF GAIN (PERCENTAGE)

+ 28

RECEIVER CONTROL

+1
FREQ = 1240000 HZ
GAIN MODE = HOLD AGC
IF BANDWIDTH = 8 KHZ
DETECT MODE = AM
BFO FREQ = 455000 HZ
RF GAIN = 88%

RECEIVER CONTROL +2

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FREQ = 550000 HZ

GAIN MODE = NORMAL AGC

IF BANDWIDTH = 8 KHZ

DETECT MODE = AM

BFO FREQUENCY = 455000 HZ

RF GAIN = 85%

RECEIVER CONTROL +3 FRED = 550000 HZ GAN MODE = NORMAL AGC IF RANDWIDTH = 8 KHZ DEJECT MODE = AM BEO FREGUENCY = 455000 HZ RE GAIN = 85% SIGNAL STRENGTH = 66%

RECFIVER CONTROL +4

RECEIVER CONTPOL +5 SCAN START FREG IN HZ

+1000000 END FREG IN HZ

+1008000 FREG INCREMENT IN HZ

+1000 SIGNAL SIPENGTH %

+67
FREG = 1001000
GAIN MODE = HOLD AGC
1F BANDWIDTH = 8 KHZ
DETECT MODE = AM
BFO FREQUENCY = 455000 HZ
RF GAIN = 88%
SIGNAL SIRENGTH = 72%

RECEIVEP CONTROL +7 Exec

*Exit from *Receiver Control

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APPENDIX E CONVERSION PROGRAMS FOR THE ASSEMBLER

A. This program is run on the IBM=360 to transfer the ATAC assembler from tape $\Delta IT=0.06$ to Disk and stores it there for one year.

```
// [GREEN JOB CARD]
//SYSPRINT DD
                 SYSOUT = A
            DD
                 UNIT=SYSDA, SPACF=(TRK, (40),, CONTIG)
//SYSUT1
//DA1
            00
                 UNIT=2314, DSN=S0729.ATAC.ONE,
                SPACE=(TPK, (50, 10, 10),, CONTIG),
11
11
                DISP=(MEW, KEFP), VOL=SER=SPOOL3
//fitape DD UMIT=(2400,, DFFER), DISP=(NEW, PASS),
                  1 APEL = (3, SL,, IM),
11
11
                DCB=(DEN=2, BLKSIZE=800, LRECL=80, RECFM=FB),
11
                VOL=SER=ATIOO6
1/3YSIN
           20
         COPY
                 PDS=ATI.APSS.LOADLIB, TO=2314=SPOOL3,
                FROMOD=11TAPE, FROM=2400=(AT1006,3),
                PENAME = S0729. ATAC. ONE
/*
            EXEC PGM=1ENL, REGION=150K,
//BUILD
              PARM='OVLY, XPEF, LET, LIST, SIZE=(256K, 20480)'
11
//SYSPRINT DD
                 SYSOUT=4
//LIBRARY DD DSN=S0729.ATAC.ONE,UNIT=2314,VOL=SER=SPOOL3,
                DISP=SHR
//SYSLIB DD DSNAME=SYS1.FORTLIB, DISP=SHR
//SYSLMOD DD DSNAME=S0729.ATAC.ONE,
                  UNIT=3330, VOL=SER=DISKO2,
11
                DISP=(NEW.KEFP), LABEL =RETPD=360,
11
11
                SPACE=(CYL, (5,1,2), RLSE)
//SYSUT1 DD UNIT=SYSDA, SPACE=(TRK, (19,19),, CONTIG),
                SEP=SYSLMOD
//SYSLIN
          DD
INCLUDE LIBRARY (PMIDL)
 CHANGE MSIM(IHESAPD)
 INCLUDE LIBRARY (APSSMON)
 INCLUDE LIPRARY (MSTM4, ASEM5, SIM16A, SIMTR1, SIMIO1, GUL)
 INCLUDE LIBRARY (XPLMON)
OVERLAY AT
 TNSERT MSIMUL, *MSIMULA, IHENTRY, IHESAP
 INSERT MINI, IN, OUT
 INSERT IHEDBM, THEXTD
```

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```
INSERT IHERSM, THECSM
INSERT IMERSK, IHFIOX, IHETOP, THEDID, IMEDOB
INSERT IHEDIB, THEDOA, IHETOB
INSERT IHETOA, THEOCL
INSERT THERSD, THEBSF
INSERT IHEJXS
 INSERT IHEOSD, THEOST, IHERST
 INSERT IMEVPF, IHFDMA, IHEVFR
INSERT IHEDNO, IHEVFD, IHEVFA, IHEVPD, IHEVPB, IHEVSC
INSERT IHEVSD, THEVFE, IHEDON, THEUPB
INSERT THEVEC, THEVPE, THEVPG, THEVOB, THEVGC
INSERT THEABN, THEIOD, THEIOF, THEPRT, THEVQA, THESPRT
INSERT IHEREG, THEERR, IMESIZ
INSERT MISE!
OVERLAY AL
 INSERT ASSEM, REWIND, REW72, DSKOUT, CARDIN, DISKIN, ERPRI, PRIADD
 INSERT WRDAIA, PRICOM, PPINOR, WRITEX, REFTIT, PREF, EPTIT
OVERLAY AT
 INSERT PARMED, PRESIM
OVERLAY AT
 INSERT SMLIR, NRMTHM, STPISM, TPAGE
INSEPT RDCPD, ABNPMT, ARTHEP, TRACE, HGRAM, HGRAMI, HGRAMS
 INSERT IDIMIT, ACTIVE, STATIM
 INSERT DEVDIA, ACT, TIME, INT, RAND, DEADT, DEBUG
OVERLAY 12
 INSERT LEVEL, DMATOI, DMAIDA, DMATOD, RIDIO
 INSERT REMACT, DMA, DMATM, RIO, RIOTM, RIOINT, INTOLY, DMAINT
 INSERT DTRAN, PUTACT, PANDOM
OVERLAY AL
INSERT HEPRNT
OVERLAY A1
 INSERT LOADER
OVERLAY AT
 INSERT LINK, ENTEXT, SLLH
OVERLAY A1
INSERT PLATAC, 10PACK
OVERLAY SOBJECT (REGION)
INSERT OBJECT, INII, LIB, RCALPH, RCHEX, RCINT
INSERT MDATE
OVERLAY SDUMP (REGION)
 INSERT SMOUMP, PAGE
ENTRY MAIN
NAME APSS
           EXEC PGM=IE8COPY
11
//SYSPRINT DD
                 SYSCUT=4
                 DISP=SHP, UNIT=2314, VOL=SER=SPOOL3,
//SYSUI1
           DD
                DSM=SU729.ATAC.ONE
//SYSUT2 DD DISP=(NFW,PASS),UMIT=3330,VOL=SER=DISK02,
             DSN=S0729.ATAC.TWO.
11
```

HOMELER HE SEE AND WAR WANTED

```
11
            SPACE=(13030,(61,0,14),RLSE),
11
               DCB=(RFCFM=U,BLKSIZE=13030),
               , LABFL=RFIPD=360
11
           50
                UNIT=SYSDA, SPACE=(TRK, (20,5))
//SYSUT3
//SYSUT4
           DD
                UNIT=SYSDA, SPACE=(TRK, (20,5))
1/SYSIN
           DD
           COPY OUTDD=SYSUT2, INDD=SYSUT1
B. This program converts the IRM-360 absolute deck into
correct format for the ATAC.
main (argc, *argv)
   int arnc:
   char *arav [];
   (register crctr, index, index;
    int stchr:
    int tmpry [731;
    struct buffr
       lint fldes;
        int nleft;
        char *nexto;
        char *buffs [512];
       } bufin, bufot, *pntr1, *pntr2;
    stchr = 020;
    if (arac != 3)
       {printf ("Calling arguments are incorrect#");
        exit (0);
    bufin.fldes = onen (aray [1], 0);
    if (bufin.fldes < 0)
       {printf ("Cannot open %s#", argv [1]);
        exit (0);
    ontrl = &bufin.fldes;
    bufot.fldes = creat (arov [2], 0777);
    if (bufot.fldes < U)
       {printf ("Cannot open %s#", arav (21);
        exit (0);
    pntr2 = &bufor.fldes;
    putc (stchr, ontr?);
    while (crctr >= 0 && index <= 72)
        tmpry [index++] = (crctr = getc (pntr1));
    index =- 3;
    index = 0;
    while (index < 4 %& index < index)
```

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```
putc (tmpry (jndex++), pntr2);
jndex = jndex + 2;
while (crctr. >= 0)
   (while (index < index)
       fif (tmpry lindex) == '#')
            index++;
          else
            putc (tmpry [jndex++], ontr2);
       1
    index = 0:
    while (cratr >= U &% index <= 72)
        tmpry lindex++1 = (crctr = aetc (pntr1));
    index = -3;
    index = o:
putc (stchr, ontr2);
fflush (pntr2);
close (hufin.flces);
close (bufot.flces);
```

C. The following program executes the program above and converts the output into the correct code.

```
atac $1 $2 -
if ! -r $2 exit
mv $2 temp2
tr "[0*]" "[040*]" <temp2 >temp1
tr "[1*]" "[001*]" <temp1 >temp2
tr "[2*]" "[002*]" <temp2 >temp1
tr "[3*1" "[043*]" <temp1 >temp2
tr "[4*]" "[004*]" <temp2 >temp1
tr "[5*]" "[045*]" <temp1 >temp2
tr "[6*1" "[046*]" <temp2 >temp1
tr "[7*1" "[007*]" <temp1 >temp2
tr "[8*]" "[010*]" <temp2 >temp1
tr "[9*]" "[051*]" <temp1 >temp2
tr "[a*]" "[052*]" <temp2 >temp1
tr "[b*1" "[013*]" <temp1 >temp2
tr "[c*]" "[054*]" <temp2 >temp1
tr "[d*1" "[015*]" <temp1 >temp2
tr "[e*]" "[015*]" <temp2 >temp1
tr "[f*1" "[057*]" <temo1 >$2
rm temp1 temp?
```

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APPENDIX F

ATAC PROGRAM

The following programs are listings of the Main System and Receiver Control programs for the ATAC. The assembly language is to the right of the absolute listing of the first three columns.

PAGE CARDNUM 23 23 24 44 44 113 113 113 115 116			14344444444444444444444444444444444444
03/21/77			
CARD IMAGE IDT	ADDRESS OF INPUT BUPPER CONSTANT ZERO CONSTANT ONE LOWER BYTE OF REQUEST ADDRESS OF REQUEST COUNT OF WORDS IN BUPPER	GET TITLE ADDRESS OUTPUT TITLE GET PROGRAM REQUEST SAVE ALL REGISTERS	SET UP CONSTANT GET UP CONSTANT GET UP COUNT OF WORDS IN BUFFER GET WORD FROM BUFFER DECREMENT WORD COUNT GET OUT IF NOT THERE COMPARE MENT WORD COUNT FOR THIS PACE IT SPACE " REP LOOKING POSTITION UPPER BYTE GET NEW ON IN BUFFER GET WORD IN BUFFER GET WORD IN BUFFER
FR BY	-verence	R D, EADD, ETITLE L I, O, OUTPUT L I, RET, REYNR RH D, O, EKECS, 16 TWO LETTERS OF REQUEST	R IS EQNE, 1 IS EZONE, EZONE CL. NP EXEC. 1 IS EXONE CL. RELIGATIONE S. LL. ELIGATIONE S.
CARD IMAGE DATAC DS	EA DD EQU ECON E EQU ECON E EC	EXEC LDR BAL BAL STRI	EX 1 LDR
CODE		014D 0230 0151 0136	0100 010B
OBJECT		E201 ED00 9CF0	ANSWER OF THE PROPERTY OF THE
AT AC LOC 00000		0100 0102 0104 0106	00000000000000000000000000000000000000

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PAGE	CARDNUM	55		00000	659	000000	200	25.01	78	-8000000000000000000000000000000000000	0000	- CO	260	2000	0000	2000
03/21/77		QN														
TIME: 15:22:49		COMBINE FIRST TWO BYTES OF COMMAND	SEE IF REQUEST FOR WJ	PATCH AREA FOR ANOTHER REQUEST		ESTORE REGISTERS ECHO INPUT BUFFER GET ADDRESS OF CH/LF BUFFER OUTUT CR/LF GO TRY AGAIN		GO TO 14.3					SAVE AREA FOR REGISTERS	CR/LF	COUNT EX EX EX EX EX	
	CARD IMAGE	IOR R, EU, EL	CAP I BU 0776A	GON WOR	. BCHO EXIT - INVALID REQUEST	LDRH D, 0, EXECS, 16 EAL I 0, OUTPUT BAL I 0, OUTPUT BRC I 7, EXEC	CALL RECEIVER CONTROL PROGRAM	EX2 BAL I RET WJ BRCL U EXEC	. PATCH AREA FOR ANOTHER REQUEST	NOP NOP NOP NOP NOP BRCL U, EXEC		DATA ***	EXECS DS 20	EXCRLF DC 1 DC 00D0A	ETITLE DC 3 DC 04558 DC 04543	
	OBJECT CODE	9446	C102 012A	0000		BCF0 0136 ED00 0230 ED00 0230 C107 014A		ED00 0500		000000 000000 000000 01000 0100				100	45000 45000 00043 00043 00000	
ATAC	70T	1110	0118 0118	0000 11000		00000		012A 012C		0000000 mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm			0136	148	00000	

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				TIME: 15:22:49		17/12/60	PAGE
OBJECT CODE	CARD	CARD IMAGE				J	CARDNUM
	SYSTEM EQUATES SYSTEM EQUATES THESE ARE EQUATES THE SYSTEM ************************************	EQUAT EQUAT RS OR STEM	ES UATES THAT ARE USED FC FHAT ARE USED BY AT LE	SYSTEM EQUATES THESE ARE EQUATES THESE ARE EQUATES THE SYSTEM ***********************************			111098
	RET .	EQU	0	RETURN REGISTER			292
	****** KEYMR	****	**************	李林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林林			122
	ROUTINI	E TO R	ROUTINE TO READ DATA FROM THE KEYS	KEYBOARD **			122
	CALLING	BAL	CALLING PROCEDURE: BAL I, 0, KEYNR	***			225
	INPUTS:	NONE					222
	OUTPUIS:	-	ADDRESS OF BUPPER CC ENTRY (ONE CHARACTED JUSTIPLED, ASCII) THE PIRST WORD OF THE NUMBER OF CHARACTERS	ADDRESS OF BUFFER CONTAINING THE KEYBOARD * ENTRY (ONE CHARACTER PER WORD, RIGHT * THE FIRST WORD OF THE BUFFER CONTAINS THE * NUMBER OF CHARACTERS IN THE KEYBOARD *			
	ROUTINES CALLED:	ES CAL	LED:	•••			200 200 200 200 200 200 200 200 200 200
	THIS R	DUTINE	PRESERVES NO REGISTER	THIS ROUTINE PRESERVES NO REGISTERS			1111
	**************************************	ISH E0	**************************************				2222
	KRET	BOU	0=	ADDRESS OF BUFFER HOLDING	KEYBOARD		1400
	KPC .	EQU	2	POSITION COUNTER FOR NEXT	I NPUT		2000
	K PM	E00	9 •	1AX POSITION USED IN KEYBOO (NUMBER OF CHARACTERS ENTE	ARD ENTRY RED)		200
	KOR KIR KOUT KV1		01	OUTPUT REGISTER INPUT REGISTER OUTPUT DEVICE ADDRESS VARTABLE 1			7.5. 5.5. 5.5. 5.5. 5.5. 5.5. 5.5. 5.5.

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AT AC LOC	OBJECT	T CODE	CARD	CARD IMAGE		TIME: 15:22:49	11/12/60	PAGE
			KW2 KW3 KDATA	200 200 200 200		VARIABLE 2 VARIABLE 3 INPUT DATA PROM KEYBOARD		2001111 2001111 10001111111111111111111
			VILL I	LIZE AN	INITIALIZE AND SET UP			170
00100 00100 00100 00100 00100 00100 00100 00100	9000 6000 6000 6000 6000 6000 6000 6000	01106 0228 0238 0238 87 F F F F F F F F F F F F F F F F F F F	KEY EAR TO TO T	STR LDR LDR LDR LDR LDR ROUT	I KRET RETURN I KRET OUTPUT I KIN OPPBF I KOUT, OBFFF I SKPF, I SKPF, I KROF, I KROR OBFF I KROR OBFF I KROR OBFF I KROR OBFF	SAVE RETURN ADDRESS GET ADDRESS OF BUFFER TO OUTPUT OUTPUT INITIAL BUFFER TO OUTPUT DEVICE ADDRESS FOR OUTPUT DEVICE ADDRESS FOR OUTPUT MAX FOSTITION GOUNTER = 1 ADDRESS OF BUFFER TO REGISTER RESET CODE RESET CODE		77777777777777777777777777777777777777
			SET KEYBOARD	SET KEYBOARD	**************************************	SPECES SPECES *****		#####################################
0162 0163 0164 0165 0165	4508 E010 4200 1800 6FFB	0165	KMR2	LDR LDR LDR STR ADD	IS KV1 80 R KV2 KDUP IS KV3 020 IS KV3 KV2 KV1 GT KNR2 - 1	SET COUNTER TO BUFFER LENGTH GET BUFFER ADDRESS CODE FOR SPACE STORE BLANK CODE DECREMENT COUNTER GT 0		87888 8786 8786 8786 8786 8786 8786 878
			GET DAT	TA FROM	**************************************			2000 2400
0169	E107 0997	8000	KMR3	LDR	I KOR 08000 Kor, Kout	RESET CODE RESET KEYBOARD		9600
016C 016D 016F	9CAE 9E0E C105	4000 016c	KMR4	RIN CMPL BRCL	KDATA, KIN I KDATA, 04000 NE, KMR4	GET DATA DATA PRESENT ? NO DATA, WAIT		2000 2000 2000 2000 2000
0171 0173 0175 0175	E107 BCA8 9E08 C102	8000 2000 0171	KMR5	LDR ROUT RIN CMPL BRCL	I KOR 08000 KÓR, KÖUT I KH KIN EĞ, KMR 5	RESET CODE RESET KEYBOARD BET STATUS DATA STILL REEP TRYING TO CLEAR		00000000000000000000000000000000000000
			DATA OBTAINE	************************				2222

ATAC					TIME: 15:22:49	03/21/77	PAGE
BJE	OBJECT CODE	CARD	CARD IMAGE				CARDNUM
A 10E	9700		DNA	I, KDATA, 0007F	SAVE DATA ONLY		213
2088 C105 C105 C105 C105	0184 0169 0169	•	CNP BRCL BRCL LDR LDR BRCL	NE, KDATA, 008 NE, KRR6 NE, KRC - 1 NE, KRR3 LS KPC, - 1 LS KPC, - 1 U, KRR3	COMPARE WITH BACKSPACE NOT BACKSPACE DECREBENT POINTER LOOK FOR DATA IF PC NOT ZERO SET PC = 1 GET HORE DATA		22222222222222222222222222222222222222
CE 1005 CE 100	0190 0050 0050 0169 0189	KMR7	CMP BRCL ADD CMP BRCL LDR BRCL	LS, KDATA, O1C NE, KRR8 IS KPC, 1 IS KPC, 60 LE, KRR8 U, KRR1	COMPARE WITH FORMARD SPACE INCT ECHARD SPACE INCREBERT POSITION COUNTER COMPARE WITH MAX VALUE LESS ON EQUAL MAX GET HORE DATA SET POSITION COUNTER TO 90 GET OUT OF ROUTINE		.0084654 .0084654 .0084654
20 DE C102	0189	KMR8	CMP	IS, KDATA, 000 EQ, KRR11	COMPARE WITH CARRIAGE RETURN CR, GET OUT		7355 7357 7357 7357 7357 7357 7357 7357
22EE C102	0181	•	CMP BRCL	IS, KDATA, 02E EQ, KMR10	COMPARE WITH DECIMAL POINT DECIMAL POINT FUT IN BUPPER		7007 7007 7007
220E C102	0181	•	CMP	IS, KDATA, 020 EQ, KHR10	COMPARE WITH SPACE SPACE, PUT IN BUFFER		223 233 233 233 233 233 233 233 233 233
230E	01AB	•	CMP	IS, KDATA, 030 LT, KMR9	CONPARE WITH O		2242
239E C106	0181		CMP	IS, KDATA, 039 LE, KNR10	COMPARE WITH 9 NUMBRIC, PUT IN BUFFER		755 755 755 755 755 755 755 755 755 755
24 1E C1 04	0118	•	CMP	IS, KDATA, 041 LT, KRR9	COMPARE WITH UPPER CASE A ILLEGAL CHARACTER		2242
25AE C106	0181		CMP	IS, KDATA, 05A LE, KMR10	COMPARE WITH UPPER CASE Z UPPER CASE ALPHA, PUT IN BUFFER		2550
261E C104	0148		CMP	IS, KDATA, 061 LT, KRR9	COMPARE WITH LOWER CASE A ILLEGAL CHARACTER		2222
27 AE C106	0181	•	CMP	IS, KDATA, 07A	CONPARE WITH LOWER CASE Z LOWER CASE ALPHA, PUT IN BUFFER		2550
		ILLEGAL ENTRY	ENTE				775 7669 7669
E101 ED00 C107	022C 0230 0153	KMR9	L DR BAL BRC L	I, KBUF, KBILL I, KRET, OUTPUT U, KMR1	GET ADDRESS OF ILLEGAL BUFFER OUTPUT BUFFER START OVER		1250 100 100 100 100 100 100 100 100 100 1
		•					997

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OBJECT	T CODE		CARD INAGE		TIME: 15:22:49	03/21/77	PAGE
010	01b7 0187 0187		STR CMP BRCL LDR BRCL	- PUT IN BUFFER - PUT IN BUFFER - ************************************	CONDARE HAS USED WITH LAST POSITIO OF INCREMENT POSITION COUNTER RESP. FROM THE POSITION COUNTER RESP. GETTING DATA		2000/2000 600/2000 600/2000 600/2000 600/2000
6	0107	**************************************	STR	азыну кы	PUT COUNT IN BUPPER		72222 97222 9722 980 980 980
0 0 0000	0103 0180 0103 0106 02F8	CHIS CHANG CHANG MR 30 WR 30	THIS IS THE S CHANGE CORE REMOVED LORR LORR LORR LORR LORR LOR LORR LORR	SEQUENCE FOR CALLING TATE TO VELY ALL REALT TO VELY ALL REALT TO TRAT PROG IS KWY 10 TRAT PROG IS KWY 10 TRAT PROG REALT ALL ALL ALL ALL ALL ALL ALL ALL ALL	LONGEN DO CEEN		を見ららられることできていることできます。 それをしららららららららいのりりしょうとうことできませる。 それをしまないとうとうことできていることできませる。
0	106	**************************************	LDR BRC	D,KRET,RETURN R,7,KRET	RESTORB RETURN ADDRESS NETURN		MWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
		RETURN	SQ	TURN DS 1	RETURN ADDRESS STORAGE		2000 2000

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				TIL	TIME: 15:22:49	611	03/21/77	PAGE
OBJECT CODE		CARD IMAGE	₩.					CARDNUM
	. KEYBO!	IRD EN	KEYBOARD ENTRY BUFFER		•			320
0020	KBUFFER	DC	80	RESERVE				3227
	START	SYM BO	START SYMBOL BUPPER					2222 2222 2222 2222 2222 2222 2222 2222 2222
00000 00000 00000 00000	KBSTRT	2222	3 0000A 0028 00000	COUNT CR/LF + NULL				
	ILLEG	T CHA	ILLEGAL CHARACTER BUFFER					
00003 0707 0000	KBILL	2222	3 00 A 0 7 00 7 00 00 0	COUNT CR BELL BELL, BELL NOLL				2000 2000 2000 2000 2000
								12091 1313: 10000
	TUGENO .	QL 41	SECRETARY OUTSILS TO THE TOY COT	***	• • •			1000 1100 1100 1100 1100 1100 1100 110
	CALLIN	IG PRO	CALLING PROCEDURE: BAL I,0,0UTPUT		***			2000 2000 2000
	INPUTS:	1 9	ADDRESS OF BUFFER TO BE OUTPUT	TO BE OUTPUT	• • • •			
	THE BU	RD 1	BUFFER HUST BE SET UP IN THE FOLLOWING MANNER: WORD 1 N = NUMBER OF WORDS IN BUFFER TO BE OUTPUT, WORDS 2-N ASCRI DATA TO BE OUTPUT, TWO ASCRI CHARACTERS PER WORD	FOLLOHING MANNER: 5 IN BUFFER TO BE (JTPUT, TWO ASCII	UTPUT			James 1
	OUTPUTS:	IS:			• • • •			7997
	ROUTINES CALLED:	IES CA	LLED:		• • • •			366
	THIS	NITHON	THIS HOUTINE PRESERVES NO REGISTERS	SRS	***			370
								372

AT AC LOC

PAGE	CARDNUM	373 374 375	70000000000000000000000000000000000000		MWWW 44 2000000 2000000	44444 44444 44444	2444	12 2 2 3 2 2 2 2 3 2 2 2 2 3	225555 2255 2255 255 255 255 255 255 25	424
03/21/77									TR	
TIME: 15:22:49			ADDRESS OF BUFFER TO OUTPUT OUTPUT BUFFER ADDRESS INPUT DEVICE ADDRESS OUTPUT DEVICE ADDRESS INPUT BUFFER LOWER BYTE INPUT BUFFER UPPER BYTE INPUT BUFFER UPPER TO OUTPUT UPPER BYTE INDEX STATUS OUTPUT TO TY	* () *	INDEX FOR STORING UPPER BYTE INDEX FOR STORING LOWER BYTE INPUT DEVICE ADDRESS GET INPUT MORD COUNT	INITIALIZE COUNT COMPARE HORD COUNT WITH ZERO GET OUT IF COUNT LESS THAN ZERO COMPARE WITH MAX VALUE IF IN LIMIT KEEP GOING SAVE ORIGINAL COUNT	ONLY OUTPUT 40 WORDS PUT IN OUTPUT WORD COUNT BOUBLE FOR OUTPUT WORD COUNT GET OUTPUT BUFFER ADDRESS	**************************************	INCREMENT INPUT POINTER TO NEXT ENT GET INPUT WORD IN UPPER BYTE REGIST CLEAR UPPER BYTE RIGHT JUSTIFY LOWER BYTE RIGHT JUSTIFY LOWER BYTE STORE HIPPER BYTE	IN THE OUTPUT BUFFER STORE LOWER BYTE AS FULL WORD
	INAGE	STABLISH BQUATES		**************************************		STR D VIU COUNT CMP IS, NI O CMP IS, NI Q CMP IS, NI Q STR D MI COUNT		**************************************	LDR RX VU VIG BUFAD LLDR RX VU VIG BUFAD LLOR RY VU VIG BENEAU SHS RL VL BENEAU SHS RL VU BENEAU BEN	
	CARD I	ESTABLIS	BUFAD BBO BBO VOUT VL VL VL VL VL VI VI VII EE RAIL EE EE EE EE EE EE EE EE EE EE EE EE EE	**************************************	TO	OUTS SECTION	OUT3 L	******* TRANSFER	our1	
	T CODE				FBF	026A 0269 0242 0256A	026В			
	OBJECT				#000C #010 E107	22288 22288 22288 22288 22288	428B E0BA E105		5109 8011 8098 8078 8078	15 D8
AT AC	TOC				MUNNA	00237 00237 00237 00237 00237 00237 00237	ところこ		00244 00244 00244 00244 00244 00244	24

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PAGE	2000 2000 2000 2000 2000 2000 2000 20	4 4 4 5 3 3 3 5 3 4 5 5 5 6 7 6 7 6 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	749000-0m 6666333333 747433333 747433333 747433333	00-10-00 EEEEE EEEEE	00-0m31 30000000 333333	2222 2000 2000 2000	400	1000	# # # # # # # # # # # # # # # # # # #	199	100	# # # # # # # # # # # # # # # # # # #	1997	478
03/21/77	6 -													
TIME: 15:22:49	IN THE OUTPUT BUPPER INCREMENT OUTPUT BUPPER POINTER DECHEMENT NUMBER OF WORDS TO INPUT DO AGAIN IP NOT FINISHED		GET ADDRESS OF OUTPUT BUFFER COMPARE STATUS WAIT IF NOT READY GET CHARACTER TC OUTPUT CLEAR ALL BUT OUTPUT A CHARACTER DUTPUT A CHARACTER DECREMENT BUFFER POINTER DECREMENT WORD COUNTER	GO OUTPUT ANOTHER CHARACTER	GET EXCESS COUNT GET OUT IF ZERO DECREMENT BY 40 DO AGAIN		SAVE LOCATION FOR EXCESS COUNT	OUTPUT BUFFER		***************************************	**	• • • •	CONVERTED (INTEGER)	.:
	IS, BO, 2 IS, HI -1 GT, OUF 1	****** ******	STAT VIN NE YOUT D K WOUT D K WOUT HOUT VOUT IS WO I		D, HI COUNT Z OUT4 IS OUT - 40 B, 7, RET		-	80		******	SNVERT HEX TO ASCII	CALLING PROCEDURE: BAL I, 0, HEXA	HEX VALUE TO BE CO	
IMAGE	ADD ADD BRCL	**************************************	LUR CHPL BRCL LLC AND ADD		LDR BRCL ADD BRCL BRCL BRCL		DS	DS		* * * * * * * * * * * * * * * * * * * *	ROUTINE TO CONVERT	G PROCI	-	S:
CARD		****** OUTPUT	0012	*** *** ***	#INO		COUNT	BUPOUT		. *****	. ROUTIN	CALLIN	INPUTS:	: OUTPUTS
T CODE	0246		26 20 10 1F	0254	026A 0269 0237									
OBJECT	6025 6FFB C101		8210 98C68 98C68 8710 8017 8715 8715 8715	C101	F20B C102 C107 BF07									
AT AC LOC	024E 024F 0250		00000000000000000000000000000000000000	26	0262 0264 0266 0267 0267		026A	026B						

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PAGE	CAR D N U R D	90-00000000000000000000000000000000000	, , , , , , , , , , , , , , , , , , ,	55558 53298 10998
TIME: 15:22:49 03/21/77	THO DIGITS IN ASCII ** CASE	HEX VALUE INPUT MOST SIGNIFICANT DIGITS TO OUTPUT LEAST SIGNIFICANT DIGITS TO OUTPUT VARIABLE	GET HEX INPUT VALUE RUGHT JUSTEY VALUE RUGHT JUSTEY PIRST DIGIT RUGHT JUSTEY PRIST DIGIT POSITION DIGIT RUGHT JUSTEY BECOND RUGHT JUSTEY REGISTER GET HEX INPUT ALUE RIGHT JUSTEY SECOND DIGIT RUGHT JUSTEY SECOND DIGIT RUGHT SECOND DIGIT RUGHT RUGHT REGISTER GET HEX INPUT RUGHT RUGHT JUSTEY THIRD DIGIT RUGHT JUSTEY THIRD DIGIT RUGHT JUSTEY THIRD DIGIT RUGHT RU	
	CARD IMAGE REG 2 HOST SIGNIFICANT REG 3 LEAST SIGNIFICANT LETTERS ARE OUTPUT IN UPPER ROUTINES CALLED: NONE THIS ROUTINE DOES NOT DISTURB RI	#IN #STABLISH #QUATES #Q	EXA STR D.RET HEXRTN SHS R.V.1.611 BAL I RET.HEXA1 LDR R.V.1.69 LDR R.V.1.69 BAL I RET.HEXA1 AND I R.V.1.60 SHS R.V.1.60 SHS R.V.1.60 SHS R.V.1.60 SHS R.V.1.60 SHS R.V.1.60 SHS R.V.1.61 LDR R.V.1.61 LDR R.V.1.61 LDR R.V.1.61 AND I RET.HEXA1 LDR R.V.1.61 AND I RET.HEXA1 LDR R.V.1.61 AND I RET.HEXA1	*****
	OBJECT CODE		110 110 110 110 110 110 110 110 110 110	••••
ATAC	Loc		00200 00200	

CARD IMAGE
LDR D'RETHEXRIN

BRCL LT HEXA 2 ADD IS VI 030 BRC R 7 ADD IS VI 030 BRC R 7

AHEX ROUTINE TO CONVERT FOUR (4) OR LESS DIGITS IN ASCIL CODE TO A TRUE HEX VALUE POR THE HACHINE. SIGN OF VALUE MUST BE HANDLED BY THE CALLING ROUTINE.
CALLING PROCEDURE: BAL I,0, AHEX
INPUTS: REG 1 ADDRESS OF FIRST CONSECUTIVE LOCATION IN * CORE WHERE THE ASCII CHARACTERS ARE LOCATED* (ONE CHARACTER PER CORE LOCATION)
OUTPUT: HEX VALUE
ROUTINES CALLED:
REGISTERS B THROUGH 16 ARE PRESERVED

EQU 1 EQU 2 EQU 5

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AT AC LOC 02 DB 02 DA

,	PAGE	CARDNUM		10000000000000000000000000000000000000	00000000000000000000000000000000000000	
	11/12/60					
	TIME: 15:22:49		VARIABLE 2 ZERO	IS, AHOUT O CLEAR REGISTER IS, AHVI C SET UP COUNTER RIANY S, AHZ O SET UP ZERO REGISTER RIANY S, AHZ O GET ASCII CHARACTER RIANY S, O20 GET ASCII CHARACTER EQ. AH3 LL, AHOUT Q COMPARE WITH TO VER LL, AHOUT Q COMPARE WITH MIN LETTER IS, AHY S O O O CLEAR ALL BUT DIGIT RAHOUT, AHV Z DECREMENT ALPHA EGISTER RAHOUT, AHV Z DECREMENT CUNTER RAHOUT, AHV Z DECREMENT CUNTER RAHOUT, AHV Z DECREMENT CUNTER RAHOD, 1 REGISTER DECREMENT CHARACTER ADDRESS IS, AHADD, 1 REEP GOING	**************************************	
	*	CARD IMAGE	AHV2 EQU 6 ***********************************	AHEX LDR IS, AHOUT LDR IS, AHOUT LDR IS, AHOUT LDR IS, AHOUT CMP IS, AHO	ROUTINE TO CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL CONTROL SPECIAL CONSIDERATION ACCOUNT BY REYMR. (TANY BE INITIATED BY THE BENTALS IN THE BENTALS	
		OBJECT CODE		4002 40045 40045 5176 52206 62206 6096 6096 6096 6007 6007 6007 6007		

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PAGE 1	CARDNUM	0000000 0000000 000000000	0000 1445 1445 1440 1440 1440 1440 1440	6666	, , , , , , , , , , , , , , , , , , ,	12000 12000 12000 12000	200 200 200 200 200 200 200 200 200 200	672	666666 67166 67166 67166 67166	6890	Nက်ဆယ် စုဆိုထိုတို့ စုတို့တို့	6683 6683 6683 6683
03/21/77												
TIME: 15:22:49		ADDRESS SPECIFIED. "ADD! **ADDRESS SPECIFIED. "ADD! **AUST BE HEXIDECIPAL ALPHA ** CHARACTERS IN UPPER CASE. * **DUMP** HUST BE TYPED IN LOWER ** CASE LETTERS	CHANGES THE CONTENTS OF THE *CORE LOCATION WHOSE ADDRESS *SPECIFIED TO THE WALUE *SPECIFIED	DISPLAYS THE CONTENTS OF THE * CORE LOCATION IN 'ADD'	INITIATES THE CHANGING OF CORESPONDENTIALY STAFTING WITH THE SPECIFIED ADDRESS. APTER THIS COMMAND THE FIRST POUR CHARACTERS TYPES THE ADDRESS INCORESPOND THE CHARGE PLACED IN CORESPOND THE ADDRESS INCORNING BY TYPING CORESPONDE. DOES NOT CAUSE THE CORE PROGRAM TO BE EXITED.	****	•••	••••	• • • • • •	THIS ROUTINE PRESERVES NO REGISTERS		ADDRESS OF BUFFER RETURNED HEX VALUE TO INPUT TO HEXA ASCII MSD RETURNED BY HEXA ASCII LSD RETURNED BY HEXA
	ω		ADDVALUE.	. ADD.		CEDURE: I,0,CORE			LLED:	E PRESERVES	2 UATES	0E
	CARD IMAGE		CHANGE	DISPLAY	CS ADD	CALLING PROCEDURE: BAL I,0, CORE	INPUTS:	OUTPUTS:	ROUTINES CALLED: KEYNR OUTPUT HEXA	THIS ROUTIN	ESTABLISH EQUATES ************************************	CADD EQU
	OBJECT CODE				•••••			•••			••••	.5555

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AT AC LOC

PAGE	CARDNUE	00000000000000000000000000000000000000	20111111111111111111111111111111111111	724	77777777777777777777777777777777777777	7724
03/21/77						
TIME: 15:22:49		VARIABLE 3 MAX NO. CHARACTERS INPUT BY KFYNR PATH FLAG BLANK FLAG FLELD 1 ASCII CODE POR SPACE VARIABLE 2 VONRABLE 2 COMMAND FLELD 1	SAVE REGISTER 2 GET A ZERO INITIALIZE SEQUENTIAL CHANGE FLAG GET BUFFER A BORESS FOR TITLE GET TITLE GET KEYBOARD COMPAND SET UP SPACE CODE SET UP SERO CONSTANT ZERO COMMAND REGISTER ZERO FIELD 1 ZERO FIELD 2 ZERO PILG ZERO PLAG ZERO PLAG		GET NO, OP ENTRIES IN BUFFER SET FLAG FOR READY INCREHENT BUFFER ADDRESS DECREBENT CHARACTER COUNTER GET A CHARACTER FROM THE BUFFER COMPARE WITH SPACE KEEP GOING IF SPACE SEE IF IN MIDDLE OF ENTRY IN ENTRY, KEEP LOOKING	GET PROCESSING ADDRESS PROCESS ACCORDING TO FIELD FOUND
		011110 011110 011110	D 2 CCSAVE D CVV CV	######################################	RK, CHAX, CZERO, CADD IS, CRAD, 1 IS, CRAD, 1 IS, CRAY, 1 RP, CG IS, CV, CZERO, CADD IS, CV, CZERO, CADD IS, CV, CZERO, CADD IS, CF, CZERO, CADD	DX,RET,CPLD,CINDX R,,RET
	CARD IMAGE	13 EQU 14 A X EQU 17 EQU 18 EQU 19 EQU 10 EQU 10 EQU 11 EQU 12 EQU 13 EQU 14 EQU 15 EQU 16 EQU 17 EQU 18 EQU 18 EQU 19 EQU 19 EQU 10 EQU 10 EQU 11 EQU 11 EQU 12 EQU 13 EQU 14 EQU 15 EQU 16 EQU 17 EQU 18	STORM BRAIL	ANSLATE COMMA +***********************************	LDR ADD ADD ADD BRCL LDR CRP BRCL CRP BRCL	LDR BRC BRANCH TABLE
		CCV3 CCRAX CCRAX CCPEC CCPE CCSPACE CCV1 **********************************	core core	*#	. 35	
	T CODE		03 D 3 D 3 D 3 D 3 D 3 D 3 D 3 D 3 D 3 D		0327 030C 030D	0318
	OBJECT		70000000000000000000000000000000000000		5100 5100 5100 5100 5100 5100 5100 5100	E370 BF07
AT AC	LOC		00027FB 000000000000000000000000000000000000		0308 0300 0300 0300 0311 0311 0311 0311	0318 031A

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PAGE	CARDNUM	744	27777777 4455555555 860775555	7557 756957 76990	66464 66464 66464	7997 7997 7007 7007 7007	25. 25. 25. 25. 25. 25. 25. 25. 25. 25.	777	7777 788 788 788 788 788 788 788	787	787 790 100 100	797	796
	CA												
03/21/77													
TINE: 15:22:49		COMMAND FIELD FIELD 1 FIELD 2	ADDRESS OF COMMAND INCREMENT PATH INDEX SET FLAG FOR IN ENTRY KEEP GOING ADDRESS OF FIELD 1 KEEP GOING ADDRESS OF FIELD 2	SER IF FIELD 1 IS PRESENT GO PROCESS COMMAND ONLY	PUT ADDRESS IN REGISTER CONVERT VALUE IN FIELD PUT HEX VALUE IN FIELD	SEE IF FIELD 2 IS PRESENT GO PROCESS COMMAND	PUT ADDRESS IN REGISTER CONVERT VALUE PUT HEX VALUE IN PIELD		GET FIRST CHARACTER OF COMMAND INCREMENT ADDRESS GET SECOND CHARACTER OF COMMAND CLEAR UPPER HTS CHARACTER PUT 1ST 2 CHARACTERS IN ONE WORD	COMPARE WITH 'DO' GO PROCESS DONE	COMPARE WITH 'DU'GO PROCESS DUMP	COMPARE WITH 'DI' GO PROCESS DISPLAY	COMPARE WITH "CH"
		200	R, CRD, CADD IS, CINOX, I IS, CFLG, 1 B, CF1, CADD B, CF2, CADD	A CMP IS,CP1,0 BRCL EQ,C8 CONVERT FIELD 1 TO HEX	I, RET, AHEX R, CF 1, CA 1	IS, CF2, 0 EQ, C8	R, CADD CF2 I, RET, AHEX R, CF2, CA1	TO PROCESS ON COMMAND	RX,CV1,CZERO,CMD IS,CMD,1 RX,CV2,CZERO,CMD IL,CV1,EV2 R,CV1,CV2	I CV1,0646F	E6,C1606475	E5,C11 06469	I,CV1,06368
	IMAGE	200	LDR LDR LDR PRC LDR LDR LDR LDR	CMP BRCL PIELI	LDR	CNP BRCL		O PRO	L DR L DR L DR SHS SHS DD	CMP	CMP	CMP	CMP
	CARD 1	CFLD	4L 5 9	9		FAGUNOS		BRANCH 7	83				
	ODE		4 P	S		2	7		<u>p.</u>	25	9	39	8
	ECT CO		03	033	02E2	0335	02E2		00	646	647	646	969
	OBJE	031E 0323 0326	E015 476 6017 6017 E017 E019	200F C102	E0F1 ED00 E02F	2009 C102	E091 FD00 E029		5EAC 601E 5EAD A10D A87C 80DC	B10c	B10C	B10C C102	B10C
ATAC	707	031B 031C 031D	031E 0321 0321 0323 0323 0324	0327	032A 032B 032B	032E 032F	0331 0332 0334		03336 03336 03337 03338 03338	033C 033E	0340	0344	0348

AT AC						TIME: 15:22:49	11/12/80	FAGE	_
700	OBJECT	CT CODE	CARD	IMAGE				CARDNUM	
0 34A	C102	039C		BRCL	EQ,C12	GO PROCESS 'CHANGE'		797	
034C	B10C	6373 03A0		CMP BRCL	I, CV1, 06 373	COMPARE WITH "CS" GO PROCESS CHANGE SEQUENTIAL		8000	
0320	C107	02FD	•	BRCL	u,c1	INVALID COMMAND, GO TRY AGAIN		802	
								8808 8008 9008 9008	
								888 000 000 000	
0352	E200	0303	6.5	LDR	D.O.CSAVE I.7.KEYHR	GET ADDRESS OF CALLING ROUTINE EXIT THROUGH KEYMR		811 812 13	
								888 377	
			**************************************					8888 1111 1000	
0356 0358 0359	A10F E0F5 40A7	FFF8	ċ10	AND	I, CF1, OFFP8 R, CV3, CF1 IS, CIMDX, 10	CLEAR LAST THRRE BITS SET UP ADDRESS TO DURP SET UP LINE COUNTER		08888 8228 8238 8638 8638 8638 8638 8638	
			: OUTPUT	TINE	OF CORE WITH ADDRESS	OF FIRST VALUE		825	
നന	E10C	0305	ċ13		I, CV1, CBUFF	SET UP OUTPUT BUFFER ADDRESS		8270 8270 828	
0320 0320 0320 0320 0320 0320 0320 0320	1000 1000	0288		STR	I RET HEXA RY, CA1, CV 1, CZ ERO	CONVERT ABORESS TO ASCII		0000	
n $ n$ $-$	1100				RI, CA2, CV1, CZERO	INCREMENT BUFFER ADDRESS PUT LSD OF ADD IN OUTPUT BUFFER INCREMENT BUFFER ADDRESS		833	
i mm	1ACB 601C		C14		IS CVI (1	PUT IN SPACES INCREMENT BUFFER ADDRESS		993	
-	1ACB 601C				IS CVI 1	PUT IN SPACES INCREMENT BUFFER ADDRESS CET VALUE TO CONVERT		868	
1111	6015	0288			IS CV3 1	INCREMENT ADD OF WALUE TO OUTPUT		840	
	1AC2	2			RY, CAI, CVI, CZERO	PUT MSD OF VALUE IN OUTPUT BOFFER INCREMENT BUFFER ADDRESS		843	
mm	1763				BY CA2, CV1, CZERO IS, CV2, 1	PUT LSD OF VALUE IN OUTPUT BUFFER INCREMENT ROW COUNTER		986	
JUJ C	C1022	0375			15 CV2 B EQ C 15	COMPANE WITH LAST VALUE BRANCH IF EQUAL GO DO ANOTHER VALUE		8 8 8 4 4 6 4 6 4 6 4 6 4 6 4 6 4 6 4 6	
jm	E101	030	C15		I, CADD, CBUFF	GET BUFFER POINTER		6 118	

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03/21/77						
TIME: 15:22:49		DECREMENT BY ONE TO GET COUNT SAVE REGISTERS OUTPUT ONE LINE RESTORE REGISTERS DECREMENT LINE COUNTER DO ANOTHER LINE WAIT FOR ANOTHER COMMAND		GET ADD OF LOCATION TO DISPLAY CONVERT CORE CONTENTS TO ASCII PUT HSD IN OUTPUT BUFFER PUT LSD IN OUTPUT BUFFER CONVERT ADDRESS TO ASCII PUT HSD IN OUTPUT BUFFER PUT HSD IN OUTPUT BUFFER PUT ADDRESS TO ASCII PUT ADDRESS TO ASCII GET FLAG FOR SEQUENTIAL CHANGE GO BACK TO SEQUENTIAL IP FLAG SET		CHANGE CORE CONTENTS GO DISPLAY CORE CHANGE
		IS CADD1 D. OCCS1616 D. OCCS1616 IS CINDK, -1 IN Z, C13		R. CADD. CF1 I. RET. [REXA D. CA.2 C. BUD1+1 D. CA.2 C. BUD2+1 I. RET. OUTPUT D. C. C. C. S. F. C.		DX,CF2,0,CP1
	IMAGE	ADD STRM BAIL BAID BRCL BRCL		LDB SSTR SSTR LDBR SSTR LDBR LDBR BRCL BRCL		STR BRC PAGE
	CARD		DISPLAT	.5	CH A NG E	č12 :
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ATAC	707	0377 0378 0378 037E 037E		8 4 8 4 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6		039C 039E

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03/21/77						ı.
TIME: 15:22:49			SAVE START OF CORE CHANGE SAVE ADDRESS AT WHICH TO STORE SET PLAG FOR SEQUENTIAL CHANGE GET VALUE FOR CORE SET UP CARONING SET USTEY CHARACTER ENTERED LEFT JUSTIFY FACCOND CHARACTER COMPINE BOTH CHARACTER COMPINE BOTH CHARACTER COMPINE WITH TO NER GET ADDRESS FOR STORING FUT VALUE IN CORE INCREMENT STORE ADDRESS SAVE NEW STORE ADDRESS SAVE NEW STORE ADDRESS SAVE MAS NEW DISPLAY DO INCREMENT STORE ADDRESS SAVE MAS NEW DISPLAY DO SET ADDRESS SAVE MAS NEW DISPLAY DO SET ADDRESS SAVE MAS NEW DISPLAY ADDRESS	CLEAR SEQUENTIAL FLAG GO GET ANOTHER COMMAND	ADDRESS OF ROUTINE CALLING CORE	COUNT OF VALUES IN BUFFER TO OUTPUT CUTPUT BUFFER CR/LF
	CARD IMAGE	**************************************	C21 STR D CEP CSTRT LDR 15 CV 15 ELG LDR 15 CV 16 ELG LDR 16 CV 16 ELG LDR 16 CV 16 ELG SHS LL CV 28 SHS LL CV	U,CV ,CSFLG U,CY ,CSFLG U,CY ,CSFLG U,CY ,CSFLG U,CY ,CSFLG U,CY ,CSFLG	CSAVE DS 1	CBUPP DC 28 CBUPP DS 27
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AT AC					TIME: 15:22:49 03/21/77	PAGE	19
201	OBJECT CODE	CARD IMAGE	IMAGE			CARDNUM	
0311		cs1	DS	20	REG SAVE AREA POR INTERNAL USE	546	
0400 0400 0400 0400 0400	00003 0000A 434F 5245	CTITLE	2222	3 00 D O A 04 34 F 0 5 2 4 5	COUNT CR/LF CO RE	-8999999999999999999999999999999999999	
0409 0409	9000	CBUD1	DC DS	56	COUNT 2 LOCATIONS FOR ADDRESS	0000 0000 0000 0000 0000 0000	
04 00 04 05	2020 0D0A	CBUD2	DC DC	02020 2 0000A	BLANKS 2 LOCATIONS POR CONTENTS CR/LF	99999 98999 98999	
04 10 04 11 04 12	00000	CSTRT CSTOR CSFLG	DC DC	000	START ADDRESS FOR SEQUENTIAL CORE CURRENT ADDRESS FOR STORING IN SEQ FLAG FOR SEQUENTIAL CHANGE	99999 96699	
			-			1966 1966	

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11/81/50			
TIME: 16:43:42			ADDRESS CONTROL WORDS FOR RCVR VALUES INTO CONTROL CONTROL WORD DISPLAY L. CONTROL WORD DISPLAY
		XAR START XAR 1 XAR 1 XAR 1 XAR 2 XAR 2 XAR 3 XAR 2 XAR 3 XAR 2 XAR 1 DATA 1 DATA 2 DATA 3 DATA 2 VARIABLE 1 VARIABLE 5 VARIABLE 5 VARIABLE 6 VARIABLE 6 VARIABLE 6 VARIABLE 6 VARIABLE 6 VARIABLE 6 VARIABLE 7 VARIABLE 7 VARIABLE 7 VARIABLE 9 VARIABLE 11 VARIABLE 10 VARIABLE 10 VARIABLE 11 VARIABLE 11 VARIABLE 11 VARIABLE 11 VARIABLE 11 VARIABLE 11	PAPA B
	ATAC 05500 000230 00230	* * * ' o= o=w	D, RET, WJRET ******** * RECEIVER ********* ************** *********
CARD IMAGE	1DT ATAC ENTRY #3 ENTRY #3 ENTRY #3 EQU 0023 YERR EQU 0015 ************************************	* MANAMMANAMMANAMANAMANAMANAMANAMANAMANAM	* * * EFEE
CARD	RET OUTPUT KEYRR * * * * *	רככרכרכרכרכרכרכרכרכרכר	######################################
r code			09 BBC 09 CB
OBJECT CO			9C00 09AD BC31 09BC 9C31 09C8
AT AC LOC	00 00		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

VER TURN ER	RO LOAD "ADDRESS ON" ENABLE RECEIVER/TURN ON INTERFACE CLEAR REGISTER CLEAR FLAG PKG ZERO WJS. COUNTER		D. HJXS.O D. HJXS.O D. HJXS.CHREG	D. WJXS, CHKFLG!	FG STR D. WJXS, CHKPLG!	10000 IDR I UNXS.0 01 09F4 STR D. WAXS. CHKPLG1 01 09F6 STR D. WAXS. WALPK
REGIST FLAG INITIAL INESS INSTR INSTR INSTR TITLE		D. HJXS. O CLEAR D. HJXS. CHRIGG CHT. AD I. HZG. HJY (HJY CHILL		DIRECTOR OF THE CONTROL OF THE CONTR	FG STR D. WAYS, CHRELG! FG STR D. WAYS, CHRELG! D. WAYS, CHRELG! D. BAL I RET WAY WAYNE F7 WAOZ LDR I WAY WAYNE ABL I RET WAOZ BAL I WAY WAYNE ABL I WAYNE	LDR D. WLYSS, O STR D. WLYSS, O STR D. WLYSS, CHKFLG I BAL. I MAJY WLINS BAL. I WLY WLYPUT BAL. I WLYSS, WLYPUT BALL
GAL ENTR		05	05	05	19 BRCL UNDOZ	07 0519 BRCL UNIO
		************	**************************************	######################################		
COMPARE WITH ONE WILL OULY ACCEPT ONE COMPARE WITH MAX VALUI	COMPLECOMPLICOMPLEC	IS, NJV2, 1 COMPI NE, NJV2, 1 NILL IS, NJV3, 8 COMPI GT, NJO2		CMP IS,WJV2,1 BRCL NE,WJ02 CMP IS,WJV3,8 BRCL GT,WJ02	CMP IS,WJV2,1 BRCL NE,WJ02 CMP IS,WJV3,8 BRCL GT,WJ02	519 CMP IS, NJV2, 1 BRCL NE, NJO2 CMP IS, NJV3, 8 519 BRCL GT, NJO2
	**************************************	**************************************	ACCORDING TO COMMAND	**************************************	BRANCH ACCORDING TO CONNAND **********************************	BRANCH ACCORDING TO COMMAND . ***********************************
GET ADDRESS FOR BRANCH FROM TABL		DY RET WJBRC, WJV3 GET H		LDB DY, RET, WJBRC, WJV3 BRC R, 7, RET	LDB DY, RET, WJBRC, WJV3 BRC R, 7, RET	528 LDB DKRET WJBRC, WJV3 BRC R,7, RET
25	DS FROM OPERATOR	FOR COMMANDS FROM	TABLE FOR COMMANDS FROM	NNCH TABLE FOR COMMANDS FROM	NNCH TABLE FOR COMMANDS FROM	NNCH TABLE FOR COMMANDS FROM
UP TEN PLAY TE PLAY CO PLAY LA PER TENT N EIVE CO E	0=SET UP TENTATIVE WORD 1=DISPLAY TENTATIVE CONTROL WORD 2=DISPLAY CONTROL WORD 4=ENTENTATIVE WORD WORD 4=ENTENTATIVE WORD AS NEW CONTROL 5=SCAN 5=RECEIVE CONTROL WORD FROM RCVK 7=DONE 8=REINITIALIZE	#100 0:52F #130 1:5DIS #140 2:5DIS #140 2:5DIS #150 6:5ENE #170 6:5ENE #170 6:5ENE #170 6:5ENE #170 6:5ENE #170 6:5ENE #170 6:5ENE #170 6:5ENE		00000000000000000000000000000000000000	DC WHALAOD DC WALAOD DC WA	DC WHALAOD DC WALAOD DC WA
		****** ********	(COMMAND=0)	SET UP	-	-
OR FREQUENCY	IBOARD ENTRY FOR	AND GET KEYBOARD	TITLE AND GET KEYBOARD	AND GET KEYBOARD	OUTPUT TITLE AND GET KEYBOARD	OUTPUT TITLE AND GET KEYBOARD
GET ADDRESS OF FREQUENCY TITL OUTPUT TITLE AND GET ENTRY ILLEGAL ENTRY HAKE SURE FREQUENCY IS LEGAL.		I WAY1 WAFB I RET 6390 U WA16 I RET WA91		I, RET 6390 U, WJ10 I, RET, HJ91	LDR I WJVI WJFB BAL I RRT 6190 BRCL U WJ16 BAL I RET WJ91	AAB WJ10 LDR I WJVI WJFB AAB BAL I RET WJ90 531 BRCL U WJ10 7CC BAL I RET WJ91

PAGE CAR DNUM 109 110	E3492883078332	127	27777777777777777777777777777777777777	7 7 7	<u> </u>	
TIME: 16:43:42 03/18/77 ILLEGAL FREQUENCY STORE TENTATIVE PREQUENCY (LOWER) STORE TENTATIVE PREQUENCY (UPPER)	SET ADDRESS OF THE STATE OF THE	ENTRY FOR BFO FREQUENCY	GET ADDRESS OF BPO FREQUENCY TITLE FULEGAL ENTRY COMPARE WITH EXACT COUNT WRONG COUNT POSITION FREQUENCY (10 HZ RES) COMPARE UPPER WITH EXACT VALUE ILLEGAL ENTRY COMPARE LOWER WITH HIN VALUE ILLEGAL ENTRY COMPARE LOWER WITH HAN VALUE ILLEGAL ENTRY SAVE TENTATIVE BPO PREQUENCY (UPPER) SAVE TENTATIVE FPO PREQUENCY	ENTRY FOR GAIN NODE	GET ADDRESS OF GAIN NODE TITLE OUTPUT TITLE AND GEL ENTRY ILLEGAL ENTRY COMPARE HITH ILLEGAL ENTRY COMPARE HITH ILLEGAL ENTRY GET TENTATIVE DETECT MODE COMPARE HITH IS BRANCH IF NOT ISB HAKE SURE GAIN HODE ILLEGAL ENTRY SAVE TENTATIVE GAIN HODE	
U, 4J10 D, HJV3, HJTFL D, HJV4, HJTFU AND GET KEYBOARD	11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	AND GET KEYBOARD	I MEN TO THE BEAR IN THE SHAPE OF THE SHAPE	AND GET KEYBOARD	I MUNITURE MUSCHE GE MUSCHAUS 3 GG MUSCHAUS 3 GG MUSCHAUS 3 GG MUSCHAUS 4 G MUSCHAUS	
IMAGE BRCL STR STR		TITLE	LDR BALL BRACL CAMP CAMP CAMP CAMP BRACL CAMP BRACL CAMP STR	TITLE	LDR BALL BRACL BRACL COMP COMP COMP COMP BRACL STR TITLE	
CARD		. OUTPUT	£ 2 1 2	. OUTPUT	HJ13 HJ131	
C107 0531 9C03 09D0 9C04 09D1	ED00 078E ED00 078E C0107 053F C101 053P C101 05004 ED01 5500 201 05004 C105 0500 C105 0500 C105 0500		E101 0ABB C1007 0555 C2062 0555 C2064 0555 E103 6555 C101 0555 C101 0555 9C04 0555 C101 0555 9C04 0555		E101 0A53 C100 07A8 C203 056E C201 056E C201 056E C2041 0502 C203 056E C203 056E C203 056E C203 056E	
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PAGE	CARDNUM		22222222222222222222222222222222222222	20000000000000000000000000000000000000
	CA			
03/18/77			X	č.
TIME: 16:43:42		GET TENTATIVE DETECT HODE COMPARE WITH ISE NOT SIDEBAND-BRANCH COMPARE WITH USE NOT SIDEDAND-BRANCH LOAD DEFAULT IF BANDWIDTH SKIP TO BE AND SET END SKIP SKIP TO BE AND SET END SKIP SKIP TO SET END SET ENTRY ILLEGAL ENTRY ILLEGAL ENTRY ILLEGAL ENTRY ILLEGAL ENTRY ILLEGAL ENTRY SAVE TENTATIVE IF BANDWIDTH	DARD ENTRY FOR RF GAIN GET ADDRESS OF RF GAIN TITLE LILEGAL BUITH MAX COUNT LILEGAL ENTRY CONFARE UTTH MAX VALUE LILEGAL ENTRY CONFARE UTTH MAX VALUE LILEGAL ENTRY SAVE TENTATIVE RF GAIN GO GET ANOTHER COMMAND WORD (COMMAND=1) ***********************************	GET TENTATIVE DETECT HODE GET TENTATIVE BFO FREQUENCY (LOWER) OUTPUT DETECT HODE AND BFO FREQUENCY GET TENTATIVE RF GAIN DONE
		DS. W.J.V. W.J.T.D.M. LTS. W.J.V. W.J.T.D.M. LTS. W.J.V. W. G. L. W.J.V. W.J. V. L. W.J. W. W.J. V. J. T. F. W.J. V. J. V. V. W.J. V.	OUTPUT TITLE AND GET KEYBOARD ENTRY FOR RF LDR I HAJY HAJRFGB GET ADDRE GRE IS HAJS CHP IS HAJS CONTROL TI LDEGAL E CHP IS HAJS CONTROL CONTROL CONTROL	D'NJVE NJTDH D'NJVE NJTBL D'NJVE NJTRFG I'RET NJS
	CARD INAGE	LDRR CRAP LDRR LDRR LDRR LDRR LDRR LDRR LDRR LDR	T TITLE LDR LDR CL CMPCL	LDR LDR LDR BAL BRCL
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03/18/77		FH JENCY		ENCY BUIDTH (LOWER) H TPUT						
: 16:43:42		FREQUENCY FREQUENCY DE THE GOVERNMENT HOUSE HOLE TO THE BEAUTH TO THE BE		ED FREQUENCY ED FREQUENCY NIDTH NODE BANDWIDT NODE STRENGTH STRENGTH FER ITS FER						
TIME		GET UPPER OF CONTROL FREQUENCY GRI LOWER OF CONTROL FREQUENCY GUT DUT FREQUENCY GUT CONTROL AIN HODE GET CONTROL DE AND IP BANDWIDTH GET CONTROL DETECT MODE GET CONTROL DETECT MODE GET CONTROL BEFO FREQUENCY GET CONTROL BEFO FREQUENCY GET CONTROL FOR AND BFO FREGUENC GET CONTROL FOR AND BFO FREGUENC GET CONTROL FOR AND BFO FREGUENC GET CONTROL RF GAIN DONE		GET UPPER OF RECEIVED FREQUENCY GET LOWER OF RECEIVED FREQUENCY GET RECEIVED GAIN HODE GET RECEIVED GAIN HODE GET RECEIVED IF BANDH IDTH GET RECEIVED BY THE BANDH IDTH GET RECEIVED BY THE BANDH IDTH GET RECEIVED BY THE BANDH IN THE GET RECEIVED BY THE GAIN GET RECEIVED BY GAIN CONVERT TO ASCII STORE IN OUTPUT BUPPER CLEAR REGISTER POSITION LAST 2 DIGITS CONVERT TO ASCII STORE IN OUTPUT BUPPER GET ADDRESS OF EURPER TO OUTPUT DOUT UTPUT BUPPER SPACE FOR PATCHES						
	**** [D=2]	10 10 10 10 10 10 10 10 10 10 10 10 10 1	**************************************							
	E ************************************	D HJV2, HJCFU D HJV1, HJCFU D HJV1, HJCGH I HJCFI I HJ	**************************************	D. MJV2, WJRFU D. MJV1, WJRFL D. MJV1, WJRGN D. MJV1, WJRGN D. MJV1, WJRBL D. MJV1, WJRBL D. MJV1, WJRBL D. MJV1, WJRBL D. MJV1, WJRBL D. MJV1, WJRSS D. MJV1, WJRSS D. MJV2, WJRSS D. MJV						
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TIME: 16:43:42	GET TENTATIVE VALUES IN DISPLAY STORE IN CONTROL WALDES IN DISPLAY SET UP CONTROL WALDES IN DISPLAY SET UP CONTROL WALD BOSITION GAIN HODE BOSITION GAIN HODE BOSITION BANDUIDTH FOGSITION BANDUIDTH FOGSITION BANDUIDTH FOGSITION BETECT HODE FOR I LOWER VALUE FOR I LOWER FOR VALUE FOR I WALUE FOR I WALUE FOR I VALUE CONTROL WARD FOR I LOWER FOR I WALUE FOR I WALUE COMPLEMENTED FOR WAJ FOR I LOWER FOR I WALUE FOR I WALUE COMPLEMENTED FOR WAJ FOR I LOWER FOR I WALUE FOR I WALUE CONTROL WORD TO WAJ FOR I WALUE CONTROL WORD TO WAJ FOR I LOWER FOR I WAS FOR I WALUE CONTROL WORD TO WAJ FOR I LOWER FOR I WARTED FOR I WALUE CONTROL WORD TO WAJ FOR I WALUE FOR I WAS FOR I WALUE CONTROL WORD TO WAJ FOR I WALUE FOR WAJ	
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03/18/77		TITLE		(UPP B	амот)		
TIME: 16:43:42	INITIALIZE PASS COUNT GET ADDRESS OF SCAN TITLE OUTPUT SCAN TITIE SPACE FOR PATCHES	GET ADDRESS OF START PREQUENCY TI LOUTPUT TITLE AND GET ENTRY ILLEGAL ENTRY TAKE SURE PREQ IS IN LEGAL BOUNDS SAVE LOWER LIMIT (LOWER) SAVE LOWER LIMIT (UPPER) SPACE FOR PATCHES	FREQUENCY LIMIT GET ADDRESS OF END FREG TITLE OUTPUT TITLE AND GET ENTRY HAKE SORE FREQ IS IN LEGAL BOUNDS ILLEGAL ENTRY SAVE UPPER LIMIT (UPPER) SPACE FOR PATCHES	THAN LOWER LIMIT (UPPER) COMPARE UPPER AND LOWER LIMITS'	UPPER LIMIT LESS THAN LOWER NO NEED TO CHECK FURTHER GET LOWER LIMIT (LOWER) COMPARE UPPER AND LOWER LIMITS LESS OR EQUAL, TRY AGAIN SPACE FOR PATCHES	CY INCREMENT (8000H2 MAX) GET ADDRESS OF FREQ INC TITLE OUTPUT TITLE AND GET ENTRY ILLEGAL BRIRY COMPARE COUNT WITH MAX ILLEGAL TO LARGE COMPARE WITH MAX INCREMENT ILLEGAL TOO LARGE COMPARE WITH MAX INCREMENT ILLEGAL TOO SMALL SAVE INCREMENT SPACE FOR PATCHES	
	D. WJV1, WJSCNT I. WJV1, WJSCAN I. RET, BUTPUT 10	I HET 1990 I HET 1990 I HET 1991 U HJ601 D HJV4, WJSFLL 10 HJV4, WJSFLL	AND GET UPPER F I WINT WISFE I RET WISO UNISE WIS WISFUL UNISE WISFUL D'HIVS WISFUL	PER LIMIT GREATER D'AJV5, WJSFLU R, WJV4, WJV5	11.100 11.100 11.100 11.100 10.100 10.100	AND GET PREQUENCY I MJV 1 MJSPI II MJV 1 MJSPI RI MJV 3 4 GT MJV 3 4 GT MJV 3 4 II MJV 3 0 800 IS MJV 3 0 8 1 II MJV 3 0 8 1 II MJV 3 0 8 1	
IMAGE	STR LDR BAL DS	LDR BAL BAL BAL STR STR DS	TITLE LUR BAL BRCL EAL BRCL STR STR DS	0.		TITLE LOR BALL SHO CAND CAND CAND CAND CAND CAND CAND CAND	
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